

PARTY GAMES FOR ALL OCCASIONS

*Competitions, Games for small and large
Parties, Charades, Ideas for Dances, etc.*

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NUMBER RHYMES AND GAMES

THE TYPIST'S TREASURY

TYPEWRITING SELF-TAUGHT

TYPISTS' QUESTIONS ANSWERED

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*I wish to express thanks to my
friends for a number of helpful suggestions*

K.S.

GAMES FOR PARTIES

INTRODUCTORY HINTS

"And frame your mind to mirth and merriment,
Which bars a thousand harms and lengthens life."

SHAKESPEARE.

To organise a successful party does not call for exceptional qualities, but it *does* demand the willingness to go to a certain amount of trouble in planning events beforehand.

Find out, if you do not know already, what type of people are likely to be present. Are they young, "youthful elderlies," frivolous or intellectual? You will have to adapt your entertainment to some extent, although in any case the aim will be to make your guests unbend and become thoroughly sociable and happy.

Individual Talent

It is very important to ascertain whether you will have among your number any who can sing, recite, or otherwise entertain. Do not let a talented guest go home feeling aggrieved because he has not been asked to perform. Those who *can* contribute are usually gratified at being requested to do so, even though they may need a little tactful persuasion. Notify them beforehand, so that singers may bring their music, and reciters may have a chance to polish up some items appropriate to the occasion.

When the party is in progress, give your performer a little warning, that is, tell him that you will be asking for his turn in fifteen minutes' time, or "after the next dance." An M.C. has been known to say, during a lull, "Now, Mr. Thrush, may we have your song?" and the whole room has waited in a dead silence while the unfortunate man has gone off to seek his music, returning breathless to look round nervously for an accompanist. Awkward gaps and hitches must be avoided.

If your accompanist is able to play a solo, ask for one. This is a compliment often omitted; moreover, such an item is

often appreciated immensely after an exciting game. At any rate, you will not forget to thank the pianist at the end of the evening for his or her services.

Large Party or Small

Next it will be necessary to think about the size of the party, and what games and competitions are most likely to be suitable. It is no use having talking games if there is a circle of fifty players and those at one side cannot hear what is going on; nor is it any use to attempt in a small room the competitions that need space for movement.

Do not think, because your party is small, that it need be any less jolly—it is only the type of game that will be different. The atmosphere will be cosy, and individual characteristics will be brought into play in a manner that is impossible in a large gathering.

Variety

Let variety be the spice that will make your party something to be remembered. The moment one item begins to flag, change to another. Always have a longer programme than your time will permit you to get through. As you may for some unforeseen reason have to omit a particular item, or something may not take too well, it is better to plan for too much than to exhaust your ideas. Save some good things for the last, so as to finish on a high note.

Do not have several vigorous games in succession, but alternate them with those that require the party to be seated. If you can—while maintaining sufficient variety—have in succession two games that need chairs, you should do so, rather than arrange chairs, replace them for a short time, and then bring them out again. Avoid working the same members of the company over and over again; see that the shy ones are encouraged to do their share.

Demonstrating

When you are describing a game or competition, talk simply, audibly, and to the point. Don't be too wordy: people can often gather what you mean better as a game proceeds than from a long description. Some of the games for big numbers are best demonstrated by a few who know them, or who have been coached beforehand.

You may, if you wish to do so, ask for suggestions for a game and let anyone who knows a good one come forward and run it. If you are doing the whole thing yourself, be a firm leader. Someone may exclaim, "Oh, but we usually play it in *this* way" (naming a slightly different method), whereupon you must decide promptly upon a definite mode of operation and tactfully make your announcement.

If there is a big hall, full of people, you will not be able to carry on single-handed, so do not attempt it. Appoint stewards, giving them the responsibility of moving and replacing chairs, encouraging people to take part, arranging them in position for competitions, timing, checking the winners, and so on. For contests that need some apparatus, or "props" you might find it a good plan to ask, say, Mr. Speedy to have ready the balloons for Competition A, Miss Bright to prepare the papers for Competition B, Mrs. Gladly to parcel up the prizes ready for presentation, and so on.

However efficient you may be as a leader, you cannot be in several places at once, and it is important to visualise beforehand how things will work and how much help you will need.

Finally, having thought out the programme in advance, time it roughly, and put all the items on paper. Do not anticipate any hitches, but live your party minute by minute. People will have come together with the object of enjoying themselves, and therefore you will have receptive soil to work upon. Be happy and enthusiastic yourself and you will infect others. If, when the hour comes for closing down, your guests look at the clock with amazement registered on their faces, you will know that the time has gone all too quickly for them and you have your reward.

SECTION I

COMPETITIONS

(1) WITH PAPER AND PENCIL

These Competitions can be carried through in several different ways : (a) You can write or type the lists in readiness, and hand one to each guest. (b) You can dictate the material while the players write it down ; they are then left to find the solutions. (c) You can use certain of the easier competitions without paper and pencil ; call out the question, and the first player to shout the correct answer scores a point. A player can be handed a playing-card for each point gained, or scores can be left to the memory. (d) Other Competitions lend themselves to the items being written on separate slips and worn by the competitors, who mingle with one another and record their guesses.

CONCEALED OBJECTS

Each of the following couplets represents an object that will be found in an average drawing-room. Give guests papers and pencils, and ask them to number their guesses. Time allowed : 20 minutes.

Solutions

1. Look at me and behold a pleasing sight.
Destroy me and some folks would have a fright. Mirror
2. I get put out and yet I'm never cross.
In summer-time you would not feel my loss. Gas fire
3. One half of me would take you right away ;
The other half might make a happy day. Carpet

Competitions

4. When kindly treated, one who never shirks—
But there ! I'll say no more about my works. Clock
5. I have my ups and downs, and, strange to say, Electric-
When I am down things often look more gay. light switch
6. Nothing of value do I hold.
My contents, warm, are quickly cold. Ash-tray
7. If suitable in shape, it's my desire
To hold up beauty for you to admire. Flower-vase
8. In one sense it might be a check to you,
But more an ornament the one in view. Kerb
9. Though more substantial than a bunch of
flowers
Our aim's the same—to cheer your duller
hours. Books
10. In every home you'll find a few of me,
For playing cards, for dinner and for tea. Table
11. If one of you (not two) would take your ease,
I welcome and I do my best to please. Armchair
12. I'm any shape, long, oval, square or round—
There's always extra comfort where I'm found. Cushion

TRIPLETS

This competition involves the finding of words in which one spelling and one pronunciation are associated with a number of different meanings. In each case three clues are given, and the solution is one simple word.

DEAR JACK,

I can recommend you -- see the play at the "Grand," so --- not to miss it. The conversation is a trifle ---- at the beginning, but later on the arguments make you ----. I nearly lost the ----- once, owing to a lady player using ----- to indicate emotion, and not keeping her voice under control, a ----- I have noticed before in this actress. There were some ----- references that could be taken to relate to current political affairs, and these gave the play ----- It was rather ----- for me to have no one with whom to discuss it, but this will be remedied when you have seen it. I have confidence in urging you to go; the audience was ----- enthusiastic.—Yours, FRANK.

Solutions: (2) to, (3) try, (4) thin, (5) think, (6) thread, (7) tremolo, (8) tendency, (9) trenchant, (10) topicality, (11) tantalising, (12) tremendously.

EXPANDING WORDS

The blanks in the following passages have to be filled by words each of which contains the same letters as its predecessor, with one added. The first missing word is one of two letters. An example would be: *at, tea, late, stale, alters, relates.*

(A). — was generally agreed by experts that the newly-built mansion was admirably suited to — purpose, and was, in addition, as beautiful as the — that had been found for it. And yet there were detractors. When an architect — to produce a thing of utility and charm, it is hard that he should be subjected to the — of the ignorant layman who, to compensate for lack of technical knowledge, — his words in a garb of smart humour.

(B). — we looked out of the back window, we noticed the small boy next door, who — alone on the garden — looking the picture of woe and furtively wiping away the —. It was — Sunday and his basket of chocolate eggs was missing. The — of them proved to be his elder brother, who, when found out by his father, rather regretted his practical joke.

Solutions: (A) It, its, site, tries, satire, attires.

(B) As, sat, seat, tears, Easter, stealer.

HIDDEN ANIMALS

Each numbered sentence has the name of one or two animals concealed in it, letters of the name being used in the correct order and in sequence. Total number of animals is sixteen.

	<i>Solutions</i>
1. He entered the cathedral.	Cat
2. His eye lighted on keys that had been left behind on a seat.	Donkey
3. The grass had been trampled, but he found a perfect dandelion standing erect.	Ape, lion
4. The paths were like a maze, branching out in all directions.	Zebra
5. Tom, are you coming? The train will go at six o'clock.	Mare, goat
6. I am ill. Call Hannah, or send for a doctor.	Horse
7. You will never be a real force if you are so easily cowed.	Bear, cow
8. Fear dogs me, and I still am beaten sometimes.	Dog, lamb
9. He seemed to be worrying, or ill at ease, and just a tap irritated him, though it was in fun.	Gorilla, tapir
10. You and Dinah are quite right; if you cannot transfer, return the tickets.	Hare, ferret

HIDDEN TOWNS

In the following passage are concealed the names of towns in the *British Isles*, twenty-two in all. They may be a word, part of a word, or part of several, the letters of the name again being used in the correct order and in sequence. (Example: "His father bought him a new bat, heavy and strong"—*Bath*.)

	<i>Solutions</i>
I had been reading about the new market-place which had been built in a town a few miles away, so decided that I would go to see it. I told my brother Arthur so, and, as	Reading, Newmarket Thurso

he liked my idea, let him come along too. We decided to walk, for far more pleasure is to be derived that way than by motoring. Our way lay along a straight road and over a hill, then round a great ring of trees. We had not been near the wood for days; it was a lonely spot, and when we reached it we found we had to get over a pool, easy enough to jump, but when we were across it we saw, to our alarm, a large snake.

"O, bang it with your stick, Arthur," I shouted. He gave it several blows, and it rolled over, but I was not satisfied.

"Give it another bang, or it will recover and be ready to frighten someone else. We must beware of that spot in future," I said as we continued our journey. "If Mary or Kate had been with us they would have been terrified, and as for Mother, well, I can't imagine what she would have done."

"She would not have come with us in any case," said Arthur, "for she relies a great deal on Donald nowadays, and prefers to go in the car with him."

The air was fresh and a real tonic as we trudged along; the sky looked bright, on ahead of us, and we soon recovered from every fear.

Solutions

Deal
Forfar
Andover
Tring
Woodford
Ely
Poole
Ross
Oban
Dover
Bangor
Ware
York
Motherwell
Shere
London
Alton
Brighton
Frome

HIDDEN WEIGHTS AND MEASURES

This is similar to the previous competition, the hidden words being Weights and Measures.

Folks tell me that our Dramatic Society has been pronounced a credit to the village. We have certainly all worked very arduously, in taking both men's and women's parts this winter. O dear, what a variety of roles we played! I myself represented on different

Solutions

dram
ounce, acre
yard
rod

evenings Napoleon, a gillie in a Scots play, a footman, and a martyr chained to the stake. But the "Midsummer Night's Dream" stands out in my mind as the performance of the session.

The Squire's wife had promised, if at home, to help us. Several of the players indulging in chills, and our *Hermia* being away altogether, made me tremble lest the evening should be a failure. It is not easy to step into a part at merely a quarter of an hour's notice, even though one may know the words, and for the moment I was panic-stricken. I looked round anxiously to see if perchance someone else might come to the rescue, but no, I had to carry on.

Our members said they were astonished at the way I got through, each and all giving me generous praise. I told them that I learnt and remembered the words easily, but performing at short notice was a task not appreciated by me, at any rate.

Although each evening throughout the session went well, the last one, when we got up a play on behalf of the League of Mercy, drew the biggest audience.

Solutions
pole, gill
foot, chain
ream

quire, fathon

inch
metre
pint
quart

span
perch
tot

ton
hand

knot

stone
league

STOCKING THE CUPBOARD

A housewife went shopping, and purchased the following foods and kitchen goods.

1. A letter of the alphabet
2. A colour, prefixed by B
3. The swimmer's enemy
4. Son of a Biblical character
5. That which should never tell a lie
6. A wise man
7. A hunting affair

Solutions
Tea
Bread
Currants
Ham
Tongue
Sage
Meat

	<i>Solutions</i>
8. Found on tombstones and elsewhere	Dates
9. Eastern rulers' wives	Sultanas
10. A shade of pink	Salmon
11. Gives its name to a turning off the Strand	Savoy
12. Always two	Pears
13. Jack Frost causes these	Leeks
14. Cricket, tennis, football or love	Matches
15. If Mary teased the goat, what would it do?	Butter
16. In a tube train at 6 p.m.	Jam
17. This sometimes deceives a jewel thief	Paste
18. Fiction in small doses	Cereal
19. Sometimes found in a motor garage	Nuts
20. That which (with another letter added) you "mind."	Peas

WHAT INTERESTING BODIES WE HAVE !

The solutions are all parts of the human body.

	<i>Solutions</i>
1. Ammunitions	Arms
2. Receptacle	Chest
3. Two tall trees	Palms
4. Employees	Hands
5. Holiday requisite	Trunk
6. Shell-fish	Muscles
7. Salt-water fish	Soles
8. Ships	(Blood) vessels
9. A deer	Heart
10. Found in marble	Veins
11. Two berries	Hips
12. Extravagance	Waist
13. What a plumber has to deal with	Joints
14. A measurement	Foot
15. Parts of a chair	Legs
16. Two young animals	Calves
17. Sacred building	Temple
18. Most buildings have one of these	Roof
19. Musical instrument used in jazz band	Drum
20. Fruit	Adam's apple

	<i>Solutions</i>
21. Scholars	Pupils
22. Personal pronoun	Eye
23. A cover	Lid
24. Used to cross a river	Bridge
25. Negatives	Nose
26. Part of a hill	Brow
27. Boat propeller	Skull
28. Part of a saw	Teeth
29. Prolific animals	Hairs
30. Essentials in carpenter's outfit	Nails
31. Two flowers	Two lips (tulips)
32. Two more flowers	Irises
33. This is where you stick	Gum

IN THE CHEMIST'S SHOP

The words required are the names of chemists' materials. Each word has two syllables, and a clue is given for each syllable.

	<i>Solutions</i>
1. Filament—greasy liquid	Hair oil
2. Always seen on a man's hat—period of time	Bandage
3. Interjection—looked bright	Lotion
4. Horny covering—household implement	Nailbrush
5. False—expression of disdain (incomplete)	Shampoo
6. To destroy—conjunction	Razor
7. Through or by—to be angry	Perfume
8. A strap—colloquial term signifying assent	Tablets
9. To allay—used in hesitating speech	Soother
10. Organ of the body—receptacle	Eye bath
11. Slang term for impudence—branch	Lipstick
12. Sphere—a man's name (abbreviated)	Balsam
13. Produce—signifying high position	Make-up
14. Respiratory disease—globules	Coughdrops

LONDON SHOPS

The solutions form the names of well-known London shops.
Solutions

- | | |
|---|-----------------|
| 1. Wild beasts | Lyons |
| 2. German coins and an article of clothing | Marks & Spencer |
| 3. The ego and the edge | Selfridge |
| 4. Early summer and an election | Maypole |
| 5. A hotel attendant | Boots |
| 6. Fashion and an article of clothing | Style & Mantle |
| 7. The dream flower | Lotus |
| 8. Fleece and value | Woolworth |
| 9. Rudiments of learning | A.B.C. |
| 10. A national emblem | Maple |
| 11. A motor car and a favourite recreation | Austin Reed |
| 12. A favourite item on the dinner menu | Salmon |
| 13. One of the three virtues and a relative | Hope Brothers |
| 14. Can be applied to certain trains | Express |

LETTER WORDS

Each answer takes the form of one or more letters of the alphabet. It is sometimes necessary to pronounce the letters (under the breath, of course) in order to realise how they fit the definitions. This is an example: Containing nothing—MT (Empty).

Solutions

- | | |
|--|-----------------|
| 1. Statement of indebtedness | I.O.U. |
| 2. An insect | B (Bee) |
| 3. A verb, and a noun, both monosyllabic | C (See and sea) |
| 4. A condiment | KN (Cayenne) |
| 5. A plaintive poem | LEG (Elegy) |
| 6. Part of the body | I (Eye) |
| 7. An adversary | NME (Enemy) |
| 8. An indefinite quantity | NE (Any) |
| 9. A vegetable | P (Pea) |
| 10. Intemperance | XS (Excess) |
| 11. An image | FEG (Effigy) |
| 12. Looking sickly | CD (Seedy) |

Solutions

- | | |
|--|-----------------------------------|
| 13. To covet | NV (Envy) |
| 14. A bird | J (Jay) |
| 15. A common beverage | T (Tea) |
| 16. Three girls' names (well-known) | LN, LC, IV
(Ellen, Elsie, Ivy) |
| 17. Boy's name | ON (Owen) |
| 18. Literary effort | SA (Essay) |
| 19. Name given by small child to a domestic animal | GG (Gee-gee) |
| 20. A number | AT (Eighty) |
| 21. Very cold | IC (Icy) |
| 22. Coster's description of a good cabbage | RT ('earty) |
| 23. Measure of length | L (Ell) |
| 24. Comfort | EEEE (Ease) |
| 25. Surpass | XL (Excel) |
| 26. Suitability, advantageousness | XPDNC (Expediency) |
| 27. A beautiful garden near London | Q (Kew) |
| 28. A river | D (Dee) |
| 29. Material (French name) | PK (Piqué) |
| 30. Part of a title | XLNC (Excellency) |

NURSERY RHYMES

The answer to each statement is the title of a Nursery Rhyme.

Solutions

- | | |
|--|----------------------|
| 1. A genial old gentleman with decidedly musical taste | Old King Cole |
| 2. A sad tale of poverty and a kind-hearted old soul | Old Mother Hubbard |
| 3. One who took a journey to see royalty | Pussy cat, pussy cat |
| 4. One who was lazy and neglected the call to duty | Little Boy Blue |
| 5. A sad climbing fatality | Jack and Jill |
| 6. A journey to town to see a much decorated lady accompanied by music | Ride-a-cock Horse |

Solutions

- | | |
|--|------------------------|
| 7. Story of a young lady who got only as much as she worked for | See Saw Margery Daw |
| 8. A case of overcrowding and parental neglect | There was an old woman |
| 9. One of a nervous temperament who, whilst partaking of light refreshment, was rudely interrupted | Little Miss Muffet |
| 10. One whose sedentary occupation was suddenly cut short by an accident | Humpty Dumpty |
| 11. One who insisted on doing his own courting | A Frog who would |
| 12. One who at a festive season exhibited an unwarranted pride in his own virtue | Little Jack Horner |

DISTRICTS

The solutions are the names of London districts or those within a radius of 20 miles.

Solutions

- | | |
|--|---------------|
| 1. A pudding—salt water | Battersea |
| 2. To play upon the feelings | Harrow |
| 3. A tool—a trade | Hammersmith |
| 4. Ink does this when spilt | Staines |
| 5. Point of compass—kind of church | Westminster |
| 6. What rabbits do | Borough |
| 7. A farm building—short French word | Barnet |
| 8. What motorists should be doing when turning corners | Tooting |
| 9. Indispensable when playing billiards | Kew |
| 10. The finish of the 1760 yards | Mile End |
| 11. This enables gallant men to cross the river | Knightsbridge |
| 12. A pebble that has been immersed in water | Whetstone |
| 13. A burnt moorland | Blackheath |
| 14. What the audience did at the end of a good play | Clapton |
| 15. A blackberry just out of reach | Highbury |

	<i>Solutions</i>
16. William's private room or study	Willesden
17. What a milliner did to hide a face	Maida Vale
18. A whitewashed place of worship	Whitechapel
19. Headdress—open country	Hatfield
20. A passage that has been scraped out	Holloway

RAILWAY STATIONS

The solutions are the names of Underground or Metropolitan Stations.

	<i>Solutions</i>
1. Peers in love	Earl's Court
2. A sacred building	Temple
3. Royal enclosure	Queen's Park
4. White homestead	Chalk Farm
5. A soldier's funeral	Canonbury
6. The seashore	Strand
7. A famous port	Liverpool Street
8. 1815	Waterloo
9. A University entertainment	Oxford Circus
10. A heavenly being	Angel
11. Men with dark habits	Blackfriars
12. Disgruntled monarch	King's Cross
13. Farm implement	Harrow
14. Ancient hag (Scotch)	Aldwych
15. Prelates' portal	Bishopsgate
16. Alpine residence	Swiss Cottage
17. A dog that's down	Hounslow
18. A clergyman's lawn	Parson's Green
19. Bow-wow	Barking
20. What does a Channel crossing do?	Turnham Green
21. Elliptical	Oval
22. All good shopkeepers should—	Stockwell
23. Lofty barrier	Highgate
24. Apostolic ground	St. James's Park
25. A town in Kent	Kentish Town
26. Half at seaside, half in country	Shoreditch
27. A monarch's tree	Royal Oak

- | | |
|--------------------------|-----------------------------|
| 28. Where's that Ford ? | <i>Solutions</i>
Watford |
| 29. Ancient thoroughfare | Old Street |
| 30. Where rabbits burrow | Warren Street |

ROSE'S WEDDING

The solutions are the names of flowers.

- | | |
|---|--------------------------------|
| 1. What was she at her first dance ? | <i>Solutions</i>
Wallflower |
| 2. How could she be described when on her best behaviour ? | Primrose |
| 3. What was the motive of an impecunious suitor ? | Marigold |
| 4. What did he therefore slyly whisper to a friend of Rose ? | Anemone |
| 5. What was the rank and surname of her fiancé ? | Marechal Neil |
| 6. What was his characteristic and Christian name ? | Sweet William |
| 7. What was his birthplace and another of his characteristics ? | London Pride |
| 8. What request did he make when he left her ? | Forget-me-not |
| 9. What was her farewell message when he went on his journey ? | Speedwell |
| 10. With what did she greet him on his return ? | Tulips |
| 11. What did he wear for the last time before the wedding | Bachelor's Buttons |
| 12. How far did he travel to the wedding ? | Camomile |
| 13. What was the colour of the bride's dress ? | Lavender |
| 14. What did the wedding cause in the town ? | Aster |
| 15. How many people were there ? | Phlox |
| 16. In what was the bridegroom's money invested ? | Stocks |
| 17. What did she use when making sauce for his pudding ? | Cornflower |
| 18. What was the keynote of their confidences ? | Honesty |

A BUNCH OF FLOWERS

The solutions are the names of well-known flowers.

	<i>Solutions</i>
1. A vehicle, and the people of England	Carnation
2. A pebble, and part of a whip	Stonecrop
3. Essential in music	Thyme
4. A household implement	Broom
5. A tree, and part of a pig	Hollyhock
6. A bird, and a bad word	Crocus
7. A well-dressed wild beast	Dandelion
8. An article of food, and a vessel	Buttercup
9. A game, and a fabulous animal	Snapdragon
10. Crystallised sugar, and a bunch of grass	Candytuft
11. An animal, and an article of wearing apparel	Foxglove
12. An animal, and a petticoat	Cowslip
13. A man's name, and an old-fashioned piece of office equipment	Jonquil
14. A colour, and a musical instrument	Bluebell
15. Frugality	Thrift
16. Worn in winter	Furze
17. Male member of a family, and part of a plant	Sunflower
18. Something white, and a globule of moisture	Snowdrop
19. Earth, and to give in exchange for money	Groundsel
20. Got up, and a girl's name	Rosemary

GUESS THE BIRDS

The answers suggested by the statements are the names of birds.

	<i>Solutions</i>
1. What a coward does in the hour of danger	Quail
2. An action performed in eating	Swallow
3. Portion of a whole, and a range of hills	Partridge
4. A famous English architect	Wren
5. Equality, and a state of decay	Parrot
6. To dodge the head	Duck
7. Slang term expressing boastfulness	Crow
8. A monarch, and a toiler of the sea	Kingfisher

	<i>Solutions</i>
9. To sell goods	Hawk
10. Something bright, and a moorland plant	Starling
11. A vegetable, and the name of a male bird	Peacock
12. A schoolboy frolic	Lark
13. The name of a disease	Thrush
14. Abbreviated periodical, and a popular dish	Magpie
15. Cockney term for a certain animal ; to perform an act of devotion	Osprey

A SHAKESPEAREAN ROMANCE

The answer to each question is the name of one of Shakespeare's plays.

Solutions

1. Who were the bride and bridegroom ?	Romeo and Juliet
2. When did he propose ?	Twelfth Night
3. What did she reply ?	As You Like It
4. From whom was the ring obtained ?	Merchant of Venice
5. Who were the chief guests ?	Anthony and Cleopatra
6. Who were the bridegroom's friends ?	Two Gentlemen of Verona
7. Who prepared the wedding breakfast ?	Merry Wives of Windsor
8. Where did they live after marriage ?	Hamlet
9. What was the honeymoon like ?	A Midsummer Night's Dream
10. How would you describe their first quarrel ?	Much Ado About Nothing
11. They had many others. What was their married life like ?	Tempest
12. What was the bridegroom's chief occupation ?	Taming of the Shrew
13. What did she give him ?	Measure for Measure
14. What did their friends say ?	Love's Labour's Lost

THE BIRDS' WEDDING

Each item represents the name of a bird.

Solutions

- | | |
|---|----------------------|
| 1. Bride's name | Jenny Wren |
| 2. Bridegroom's name | Jackdaw |
| 3. Best man's name | Albatross |
| 4. Coachman's name | Martin |
| 5. How they rode to church | Swift |
| 6. When and under what circumstances they met | Nightingale |
| 7. Bride's present to bridegroom | Signet |
| 8. Colour of bride's dress | Dove |
| 9. Colour of bridesmaids' dresses | Canary |
| 10. Where was the honeymoon spent? | Turkey |
| 11. What caused the first quarrel? | He woodpecked |
| 12. What did she do then? | Grouse |
| 13. What did he do with the money | Played ducks and dra |
| 14. Of what did her father accuse him? | Robin |
| 15. What did she call herself when this happened? | Gull |
| 16. With what did her father hit him? | Hammer |
| 17. What did he do? | Quailed |
| 18. What did she do? | Howled |
| 19. What did he call her? | Goose |
| 20. What did he find it difficult to do when ill? | Swallow |
| 21. Of what did he die? | Thrush |
| 22. What did she wear? | Black cap |

WORD-MAKING

The word given is ROSEBUDS, and every question is answered by a word made out of the letters contained in "Rosebuds."

Solutions

- | | |
|---|-------|
| 1. What unmarried women sometimes are, milk sometimes is, vinegar always is | SOUR |
| 2. A flower in an early stage | BUD |
| 3. What ladies like to do in the latest fashion | DRESS |

Solutions

- | | |
|--|-------|
| 4. That to which we go with reluctance and leave with regret | BED |
| 5. A word meaning impolite | RUDE |
| 6. What all anglers like to hold | ROD |
| 7. A state in which everyone prefers a man to be | SOBER |
| 8. What we have to do to clothes to wash them | RUB |
| 9. A state of mind impossible for those playing this game | BORED |
| 10. A long gown | ROBE |
| 11. When a woman does this it always upsets a man | SOBS |
| 12. Part of a fish | ROE |
| 13. Part of a garden | SOD |
| 14. What washerwomen like to have when washing | SUDS |
| 15. To stir up others to action | ROUSE |

THE ACE GAME

The answer to each question is a word ending in *-ace*.

Solutions

- | | |
|--|----------|
| 1. What ace is a girl's name and a virtue? | Grace |
| 2. What ace obliterates? | Efface |
| 3. What ace removes a person? | Displace |
| 4. What ace is the scum on milk? | Surface |
| 5. What ace is used for trimming? | Lace |
| 6. What ace shows affection? | Embrace |
| 7. What ace is used by a draughtsman? | Trace |
| 8. What ace is competitive? | Race |
| 9. What ace beautifies a house? | Terrace |
| 10. What ace is a spice and a staff? | Mace |
| 11. What ace introduces? | Preface |
| 12. What ace are we all a part of? | Populace |
| 13. What ace denotes speed? | Pace |
| 14. What ace holds up? | Brace |
| 15. What ace is all around us? | Space |
| 16. What ace cheers? | Solace |
| 17. What ace do we all possess? | Face |
| 18. What ace would spoil No. 17? | Grimace |
| 19. What ace sometimes leads to punishment | Disgrace |
| 20. What ace lives in water? | Dace |

	<i>Solutions</i>
21. What ace is hot ?	Furnace
22. What ace is a magnificent dwelling ?	Palace
23. What ace spoils ?	Deface
24. What ace is a threat ?	Menace
25. What ace goes in and out ?	Interlace

A "TON" OF AMUSEMENT

Each of the following items represents a word that contains the syllable "ton."

	<i>Solutions</i>
1. A well-known seaside resort on the South Coast	Brighton
2. A famous journalist, poet and novelist (now dead)	G. K. Chesterton
3. Past tense of a verb expressing surprise	Astonished
4. A London railway terminus	Paddington
5. Flesh of an animal	Mutton
6. A town noted for its carpets	Wilton
7. An English mathematician, astronomer and philosopher	Sir Isaac Newton
8. A seaside town on the East Coast	Clacton
9. An officer of the church	Sexton
10. A South London suburb	Brixton
11. England's chief epic poet	Milton
12. A gland of the throat	Tonsil
13. A famous Duke (19th century)	Wellington
14. A health restorer	Tonic
15. A district of North London	Islington
16. A Derbyshire health resort	Buxton
17. The cubic capacity of a ship	Tonnage
18. A brand of pottery	Doulton
19. An article of use or ornament in dress	Button
20. A framework	Skeleton

TABLE TURNING

The solutions are all words that end with "table."

	<i>Solutions</i>
1. A table you cannot copy	Inimitable
2. A table that is good to eat	Vegetable
3. A very delightful table	Delectable
4. A table easily annoyed	Irritable
5. A table that will suit any purpose	Adaptable
6. A table you can sell	Marketable
7. A table for the lazy man	Comfortable
8. A table that will bring good results	Profitable
9. A table that will not be useful	Unsuitable
10. A table a burglar can take away	Portable
11. A table that will not be left behind	Unforgettable
12. A table you must not doubt	Indubitable
13. A table you cannot avoid	Inevitable
14. A table that is not very smart	Disreputable
15. A table that is pleasant to the taste	Palatable
16. A table that is known for good conduct	Respectable
17. A table you cannot improve upon	Unbeatable
18. A table of importance	Notable
19. A table that does your bidding	Tractable
20. A table that is boundless	Illimitable

FIND THE NATIONS

The solutions are all words ending in *-nation*.

	<i>Solutions</i>
1. The nation of Noise	Detonation
2. The nation of Dismay	Consternation
3. The nation of Transference	Assignment
4. The nation of Intrigue	Machination
5. The nation of Taking Turns	Alternation
6. The nation of Class or Kind	Denomination
7. The nation of Pollution	Contamination
8. The nation of Fertilising	Pollination
9. The nation of Wandering	Peregrination
10. The nation of Riddance	Elimination
11. The nation of Bomb and Pistol	Assassination

	<i>Solutions</i>
12. The nation of Issuing Forth	Emanation
13. The nation of Scrutiny	Examination
14. The nation of Arrival	Destination
15. The nation of Utter Darkness	Damnation
16. The nation of Speaking	Intonation
17. The nation of Anger	Fulmination
18. The nation of Time Stealing	Procrastination
19. The nation of Fate	Predestination
20. The nation of Censure	Condemnation

THE "CAN" GAME

The solutions are all words beginning with the syllable "can."

	<i>Solutions</i>
1. A place for liquid refreshment	Canteen
2. An old-fashioned stand for candles	Candelabrum
3. A piece of music performed by choirs	Cantata
4. A Scottish term meaning cautious	Canny
5. A style of speech never used by anyone in this room	Cant
6. A special kind of melon	Cantaloup
7. A state in Switzerland	Canton
8. A light boat worked with paddles	Canoe
9. One who seeks election	Candidate
10. One who goes about soliciting votes	Canvasser
11. Outspoken	Candid
12. An artificial waterway	Canal
13. The name of a wine and a bird	Canary
14. Preserved in sugar	Candied
15. A human being who would be difficult to convert to vegetarianism	Cannibal
16. A word that should never be used	Cannot

NAME THE SCENTS

The solutions are all words ending in (s)cent.

	<i>Solutions</i>
1. The scent for the ambitious	Ascent
2. The scent that reminds you of a rainbow	Iridescent

	<i>Solutions</i>
3. The scent that may describe Nature in winter	Quiescent
4. The scent that soon disappears	Evanescent
5. The scent that concerns families	Descent
6. The scent that glows	Incandescent
7. The scent that is less used now than formerly	Obsolescent
8. The scent that is between child and man	Adolescent
9. The scent that is a beginning	Nascent
10. The scent that is "good enough"	Decent
11. The scent that is by your side	Adjacent
12. The scent that is tranquil	Complacent
13. The scent that is a girl's name	Millicent
14. The scent that is good to others	Beneficent
15. The scent that relates to a heavenly body	Crescent

OUR KATE

The word which is suggested by each of the sentences given below ends with the syllable *-cate*.

	<i>Solutions</i>
1. She was not very strong	Delicate
2. She went to school	Educate
3. She often wrote home	Communicate
4. Sometimes her letters were imaginative	Fabricate
5. She avoided answering her parents' questions	Prevaricate
6. And tried to bolster up her doubtful statements	Vindicate
7. Schooldays ended and her desk was left empty	Vacate
8. Her mother taught her housekeeping	Domesticate
9. She lost her youthful simplicity	Sophisticate
10. Her fiancé was a barrister	Advocate
11. He heartily returned her affection	Reciprocate
12. They got a certain document from the registrar	Certificate
13. Their wedding presents included two similar gifts from different friends	Duplicate

	<i>Solutions</i>
14. The church was crowded and the atmosphere was extremely close	Suffocate
15. At the breakfast one visitor took too much wine	Intoxicate
16. Grandfather was very slow and thorough in eating	Masticate
17. The bride's father prophesied that the pair would be happy	Prognosticate
18. For their honeymoon they went to a very quiet village	Rusticate

FOR ALL AGES

All the words suggested end with the syllable *-age*.

	<i>Solutions</i>
1. Used by nurses	Bandage
2. A proverb	Adage
3. Distance covered	Mileage
4. A vehicle	Carriage
5. Card game	Cribbage
6. Captivity	Bondage
7. Grass	Herbage
8. Fee on letters	Postage
9. Optical illusion	Mirage
10. A person who becomes a pledge	Hostage
11. A row	Scrimmage
12. Goods	Luggage
13. An idol	Image
14. A wise man	Sage
15. A body of nobles	Peerage
16. Jumble	Rummage
17. Vegetable	Cabbage
18. Injury	Damage
19. Small dwelling	Cottage
20. The vote	Suffrage
21. Greenery	Foliage
22. To bind oneself	Engage
23. To soothe	Assuage
24. Benefit	Advantage

25. Anger
26. Allotted portion
27. To conduct affairs
28. A bride's attendant
29. Legal term for a house
30. A plant
31. A fruit
32. Wild
33. A made-up article of food
34. Challenge
35. Make havoc
36. Communication
37. Corridor
38. Journey
39. Portent

Solutions
 Rage
 Heritage
 Manage
 Page
 Messuage
 Saxifrage
 Greengage
 Savage
 Sausage
 Gage
 Ravage
 Message
 Passage
 Voyage
 Presage

A HEAP OF ANTS

The solutions are all words ending in the syllable *-ant*.

1. A wandering ant
2. A floating ant
3. A plentiful ant
4. A hard ant
5. A needy ant
6. A noisy ant
7. A graceful ant
8. An enormous ant
9. A shirking ant
10. A waiting ant
11. A disinfecting ant
12. A servile ant
13. A vacillating ant
14. A dunce-like ant
15. An ant on the look-out
16. A light-giving ant
17. A sweet-smelling ant
18. A helpful ant
19. An ant of consequence

Solutions
 Vagrant
 Buoyant
 Abundant
 Adamant
 Want
 Blatant
 Elegant
 Elephant
 Truant
 Attendant
 Deodorant
 Sycophant
 Hesitant
 Ignorant
 Expectant
 Luminant
 Fragrant
 Assistant
 Important

	<i>Solutions</i>
7. When his rich uncle dies, he hopes to be his	Heir
8. For a time he dropped walking and tennis and became too	Heavy
9. And he indulged in meals that were too	Hearty
10. Now he has mended his way and is once more	Healthy

THE "S" GAME

Find the word that is defined in the first column. Place "S" in front, and it becomes the word defined in the second column.

		<i>Solutions</i>
Sailor	Heavenly body	Star
Muddle	Scat	Saddle
Length of time	Wise man	Sage
Denoting illness	Sheet of canvas	Sail
Worry	Frighten	Scare
Money	Perfume	Scent
Heart	Twenty	Score
Ailment	Rebuke	Scold
Cradle	Celt	Scot
Border	Noah's son	Shem
Bird	Rob	Steal
Drink	Auction	Sale
Cut	Cabin	Shack
Garden tool	Footwear	Shoe
Claw	Garden insect	Snail
Musical instrument	Keen	Sharp
Temporary quarters	Vagabond	Scamp
Jump	Store	Shop
Furniture	Firm	Stable
Writing material	Descend	Sink
Part of a boot	Evening meal	Supper
Salver	Wander	Stray
Dried fish	Captain	Skipper
Song	Kill	Slay
Tree	Backbone	Spine
Wagon	Lover	Swain
Vintage	Pigs	Swine
Chessman	Fishes' eggs	Spawn
Part of face	Stumble	Slip

HIDDEN WORDS

If you look at any poem, you will find that each line contains "hidden words." The idea of this game is to provide *clues* for these hidden words and to ask competitors to find the words and underscore them. It will be necessary to hand them written copies of the poem, and to set a time limit for the finding of the words.

A short example is given below, to indicate how the game is worked out, but it will be best to use a poem of 16 or 20 lines. If it is considered that the stating of the *line number* with the clue makes the test too easy for your players, the clues can be given in the wrong order, and the line numbers omitted. The letters composing the hidden word must be consecutive in the line of poetry.

Tell me not in mournful numbers
Life is but an empty dream,
For the soul is dead that slumbers,
And things are not what they seem.

<i>Clues.</i> —1st line—a metal	Tin
2nd line—quantity of paper	Ream
3rd line—head covering	Hat
4th line—figure in a dance	Hey

NAME MY FRIENDS

Dictate the sentences given below. The game is for the players to find a Christian name beginning with each syllable of the place-names dictated.

Solutions

- | | |
|---|--------------------------|
| 1. I went to WILTON (Wil-ton) to meet two friends | William, Tony |
| 2. I went to ARCADIA to meet three friends | Arthur, Catherine, Diana |
| 3. I went to LIMASOL to meet three friends | Lily, Margaret, Solomon |
| 4. I went to ALMADEN to meet three friends | Alice, Mary, Dennis |

If they can find more than one name beginning with a given syllable, so much the better. Time limit—about five minutes.

THE ESTIMATORS

Having done some accurate measuring up beforehand, ask those present to try their skill at estimating the following items: (1) height of the room, (2) length, (3) breadth, (4) area of window space, (5) total width of curtains, (6) height of fireplace, (7) diameter of table. (These items may be added to if desired.) Measurements should be written only in feet and half-feet, and competitors should note the extent to which they wrongly estimate each item. Give a prize for the best result.

THE TIRESOME LETTER

Dictate a list of objects. Players have to write them down the left-hand side of their slips of paper. The list can be compiled by the company, if you like, each taking a turn to name an object. Then decide upon a letter of the alphabet—by a dip into a book at, say, "Page 10, line 3, and the 4th letter," or use any letter the players may suggest. Now the game begins. The letter selected has to be used as the initial for every one of the objects in the list.

Here is a suitable list: Flower, country, trade, vehicle, drink, author, song, motto, politician, girl's name, novel, fruit, street name, advertisement, bird, animal, town, tree, mineral or precious stone, article of furniture.

If the letter decided upon is "R," one player might write: "Rose, Rumania, riveting" and so on. The object is to aim at uncommon words. This is the method of scoring. Suppose there are ten players. If a player has a word that no one else has thought of, he scores 10; if two have thought of the word they each score 9; and so on.

BOOK TITLES

This game can be played by as few as two people, although it is more interesting if there are four or five.

Player No. 1 thinks of the title of a book (it should be fairly

well known) and it is the object of the others to guess it by finding out what letters it contains. Let us suppose Player No. 1 decides upon *David Copperfield*. He writes this on his paper and numbers the letters thus :—

D	A	V	I	D	C	O	P	P	E	R	F	I	E	L	D
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Then he announces that his chosen title contains 16 letters. The players write numbers 1 to 16 on their papers in readiness for filling in the letters.

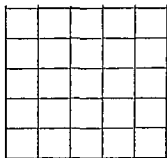
Those present now take it in turns to question No. 1. His neighbour says "Are there any E's in it?" The answer is, "Yes, numbers 10 and 14," whereupon all the players insert those two E's above their appropriate numbers. The next says "Are there any B's?" "No!" says No. 1, and scores a mark for himself. This goes on until someone guesses what the title is; it will probably become apparent before the letters are completely filled in. Every time a letter that is not in the chosen title is suggested, No. 1 will score a mark.

When the title is guessed, No. 2 will take a turn, and so on round the circle, the winner being the one who has scored most points by selecting a difficult title.

CROSSWORD PUZZLES

This is a fascinating game, suitable for a small group, and it is by no means necessary that the players should be experts at solving crossword puzzles.

The first step is for each player to draw a block of squares, five in each direction, thus :



These squares have to be filled by letters, with the object of making complete words, to read from left to right or top to bottom.

Each player takes a turn in calling out a letter, whereupon all present must put that letter into a square. A player when it comes to his turn will naturally choose the letter that will be most useful to him. Words of two letters are ignored and proper names must not be used.

A note of caution is necessary. If a letter is called which for the moment is a nuisance rather than a help, there must be no delay—it must be inserted *somewhere* before the next is called. Otherwise it will be found that some players have got behind and have several blanks left at the end when the whole puzzle should be completed.

When the little crossword puzzle is finished, the scoring begins: 10 marks for each five-letter word, 5 for each four-letter word, and 2 for each three-letter word. Words *within* words do not score.

ACROSTICS

Players agree on a word of from five or eight letters, and write it on their papers (block letters) downwards. They then write the same word from the bottom upwards, thus—

S	R
T	E
R	G
O	N
N	O
G	R
E	T
R	S

They now set about filling the intervening spaces with words, the longer the better, proper names not excluded.

When they have completed this task, the first player describes his first word and the others endeavour to guess it. The first to guess scores a point, and the player himself scores as many points as he has syllables to his word, provided no one else has the same word.

The next player then starts to describe *his* first word, and the others endeavour to guess it. This goes on round the circle until the first word is completely disposed of. Then the second word is dealt with similarly, and, at the conclusion, the scores are all totalled.

If there are more than four or five players, the word should be short, or the game may take rather a long time.

MANY WORDS FROM ONE

A word is chosen, and the object is to make from it as many words as possible. Two-letter words should be ignored, and only the actual letters in the selected word must be used ; that is to say, if *a* appears once in the word, it must not be used more than once in any of the words that are made.

A suitable word would be one like "Comradeship," and it will be a surprise to those who have not tried this game to find what a large number of words can be extracted. After a "trial trip" a system will be evolved, and there will be a hectic rush to write as many words as possible in the given time. Five minutes should be allowed.

The players then total their words. Another method of scoring is for the players to read their lists in turn whilst the others strike out all the duplicates they have. Each player then scores according to the number of words on his list that have been thought of by no one else.

NOISES OFF

Competitors are provided with pencils and papers. They maintain absolute silence, while from behind a curtain or screen a number of different sounds are made. The players have to write down their guesses. Here are suggestions for sounds that can be made :

1. Gargling
2. Sharpening a pencil
3. Scratching a balloon

4. Pouring water
5. Cleaning knives
6. Bouncing a ball
7. Dropping a pin
8. Tearing linen
9. Bursting a paper bag
10. Winding a clock
11. Striking a match
12. Opening a newspaper
13. Whisking an egg
14. "The morning call" (announce this)—steps, knock, yawn.

FEELING IS REMEMBERING

Fill a thick stocking with an assortment of familiar objects, e.g. lemon, safety pin, thimble, cotton reel, box of matches, ash tray, spoon, button, etc., up to about twenty. Pass this round the circle of guests, giving each a minute in which to feel the objects. Take the stocking away and hand out papers. All the objects that can be remembered are now written down, and then the stocking is opened for the checking of lists. If there are more than ten players, two similar stockings may be used, so that the passing round will not take up too much time.

NEWSPAPER ALPHABET

Give each competitor a sheet of newspaper, as well as a paper and pencil. The idea is to start at the head of the first column, looking for a word that begins with *a*. This is ringed round, and written down on the blank paper. The search is continued until a word beginning with *b* is encountered, and so on throughout the alphabet, omitting *x* and *z*. Proper names and awkward words must not be dodged! Five minutes should be allowed for this part of the game, and those who have not completed the list of words must do without the remainder.

Competitors now have to make up the most intelligible sentence they can from the words they have written down, using them in any order. Allow three minutes for this, and let each in turn read out the sentence.

The winner of the round is the one who has used up the largest number of words in the most reasonable sentence.

ADJECTIVES

Take a paragraph from a book or newspaper. Strike out a dozen of the adjectives. Then dictate the paragraph to the players, saying "blank" when you come to the adjectives.

There are two ways of finishing off the game: (a) Leave players to fill in the blanks with what they consider the most suitable adjectives, and then read out the correct ones, for checking. (b) Give them the list of adjectives, but in a different order, and let them fill them in where they ought to go, in a given space of time.

DRAWING GAME

Give a small sheet of paper to each player. Ask him to put on it six large dots, in any position. Collect the papers, shuffle them, and hand them again to the players, who have to make a drawing, using the dots as the main framework.

FAMOUS NAMES

Prepare a list of well-known men and women, alive or dead. Dictate their *surnames* to the players, who are required to supply the Christian names. Two points can be given for a name, and one for an initial only, etc. This will be found an excellent test of observation and memory, if the names are carefully selected. They should not, of course, be too generally known.

POTTED PROVERBS

Let the players sit in a circle, and provide each with a pencil and paper. Then give to each of them a slip of paper on which is typed a different Potted Proverb, that is, with the consonants strung together and all the vowels omitted. After the space of half a minute, call "Change," and the players pass their slips of paper to the left, whether or not they have deciphered the proverb. Those that have, score a point. The game continues in this way until each player has seen all the slips. This is an example showing how the proverbs will look : "A fool and his money are soon parted"—FLNDHSMNYRSNPRTD.

WORD CHANGING

This can be played by as few as two people. Two words are written down, and the idea is to change one word into the other in as few steps as possible. Each time a change is made a word must be formed. An example will make the process clear.

Suppose TEA is to be changed into POT, the stages might be :—

TEA
TEN
PEN
PET
POT

Here is an example of the changing of four-letter words—SEAS into LAND.

SEAS
LEAS
LEAN
LAND

It will be seen that the *order* of the letters can be varied.

The player to complete the change in the fewest steps wins the round. It is advisable not to go beyond six-letter words.

CONSEQUENCES

Everyone knows the old-fashioned game of Consequences, which is suitable for a dozen or so players, seated in a circle. As it is a really jolly game, the method will be described here.

Each player has a strip of paper. He writes an item at the top of it and turns down the edge so that what he has written is hidden. He hands the paper to his left-hand neighbour, who proceeds to write the next item, just below the folded edge, and then turns down the paper again. At the end of the game, the papers are all unfolded, and the items read out, with connecting words supplied by the reader.

These are the items in the original game of Consequences : (1) Adjective descriptive of a boy, (2) Boy's name, (3) Adjective descriptive of a girl, (4) Girl's name, (5) Where they met, (6) What he said to her, (7) What she replied, (8) What the consequence was, (9) What the world thought.

Here are three varieties of the ordinary game :

BIRTHDAY CONSEQUENCES

Items : (1) Player's own name, (2) What I wanted for my birthday, (3) What I got, (4) What it cost, (5) Where it was bought, (6) Who gave it to me, (7) What I did with it.

ADVERTISEMENT CONSEQUENCES

Items : (1) Name of an article (real or made-up), (2) Slogan, (3) Purpose, (4) Directions for use, (5) Testimonial, (6) Name of celebrity who wrote testimonial.

THE REVIEWERS' CONSEQUENCES

Items : (1) Name of a book (real or imaginary), (2) Sub-title, (3) Name of author (real or imaginary), (4) Dedication—that is to say "To my wife," "To all lovers of the countryside," and so on, (5) Motto for the title-page, (6) Review of the book, with name of the paper, (7) Another review.

With the right sort of players, this works out in a very amusing and interesting way.

(2) FOR MIXING THE PARTY

The warming-up process is the very foundation of a successful party. At the earliest possible moment have a mixing game, so that the ice will all be broken, and guests will feel thoroughly at home.

Many of the competitions in the previous section ("With Paper and Pencil") can also be used as mixers. Alternatively they can be set out for the benefit of the early arrivals, who thus get going and form a contented nucleus.

IDENTITY

No game mixes as rapidly as "Identity." It loosens the tongues, too; and, if further recommendation is needed, it is all over in about ten minutes, if played with a party of about fifty.

Six people, with whom arrangements have quietly been made beforehand, go about amongst the company representing six objects—let us say, a *mince pie*, a *kangaroo*, a *sponge*, the *Houses of Parliament*, a *poached egg*, and a *bar of chocolate*.

The rest of the company have to find out who are these six people, working their way from one to the other until No. 6 is reached. The first person to find No. 6 has the prize—the bar of chocolate that is in his pocket—and the game ends.

The company are told that the first thing they have to find is a *mince pie*, and that the *mince pie* will tell them what next to look for. So, to begin with, everyone says to everyone else, "Are you a mince pie?" When the mince pie is found by a player, he whispers, "Right. Now look for a kangaroo." The kangaroo, when found, whispers, "Yes. Now look for a sponge."

Players are on their honour to work conscientiously from object to object, and not to skip any.

WOOL GATHERING

Cut up some wool into several scores of three-inch lengths, using four colours—say, red, green, blue and brown. Distribute these about the room, on furniture, ornaments, curtains, etc. At a given signal competitors "go wool gathering." On the word "Stop," they count their pieces, and are informed that the brown pieces score 4 points each, blue 3, red 2, and green 1. (Give the highest points to the colour that is hardest to see, probably brown if it is the tone of the furniture.) The competitor with the highest total score wins the prize.

JIGSAW CONTEST

Get some comic picture postcards, one to each four players. Cut each of them into eight pieces. On the plain side of each piece belonging to a given postcard write the name of an animal.

Now jumble up the whole of the pieces and scatter them round the room, on the furniture and ornaments. Tell four players to collect the pieces marked "elephant," four to look for the pieces marked "lion," and so on. Having got together their eight pieces, the players proceed to a small table, and fit them together, the first four to complete the postcard being presented with small prizes.

The game can be made more difficult by the cards being cut into a greater number of pieces.

ADVERTISEMENT GUESSING

Cut out of newspapers and periodicals familiar advertisements, and delete the trade name in each case. Paste these on to large sheets, number them, and hang them round the walls or spread them on tables. Competitors write down their answers.

ADVERTISEMENT GUESSING (2)

This is arranged exactly as in the last competition, but it is in reality a hoax, for all the advertisements relate to the same article. It will, of course, be necessary to choose some brand of goods that will offer variety in the type of advertisement, so that competitors will be misled into thinking that a number of different articles are illustrated.

TRADE MARKS

Collect, from magazines and other sources, the small trade marks that are associated with various commodities. Paste these on to sheets of paper, number them, and ask competitors to guess what goods they represent. Or the trade marks can be pasted on to small slips for competitors to wear.

WHEN WE WERE VERY YOUNG

In a party where the guests are well known to one another, this causes heaps of fun. Ask each individual guest to bring along a photograph of "myself when young." Get these together, number them, and compile a list. Lay out all the photographs on a table and invite competitors to guess who is who.

FLOWER OBJECTS

Prepare a number of objects representing fairly well-known flowers. Arrange these on tables and number them. Competitors have to write their guesses on paper.

Here are some examples: (1) Some butter and a cup (buttercup), (2) Hair and a bell (harebell), (3) Sketch of a mouth (tulips), (4) Several rows of matches (rose), (5) Sketch of a lion, with hat and walking-stick (dandelion), (6) Picture of fox and a glove (foxglove). The lists given on pages 25 and 26 will provide ideas for other flowers. Have about twenty,

and do not forget to have as the last on the list a frying pan. Then, when announcing the solutions, you can finish by saying, "And that's a pan-see?" (pansy).

NUMBERS AND QUANTITIES

Prepare a number of small items, and ask competitors to guess the numbers and quantities, writing them down. When the individual solutions are called out, competitors must note the extent to which they are wrong each time, and the one with the lowest figure will be the winner.

Suggested items are : (1) Pins on a cushion, (2) A card of wool, (3) A dish of haricots and butter beans, (4) A heap of matches, (5) A roll of ribbon, (6) A sheet of paper covered with circles intersecting one another, (7) A jar of small biscuits.

HOLIDAY RESORTS

Save one or two of the illustrated holiday guides. Cut out the pictures of the well-known resorts, eliminate the names, number them, and let competitors make a list of their guesses.

The counties can be written on the pictures if it is desired to make the contest less difficult.

WHO IS THIS?

Cut out from the newspapers photographs of well-known people. Paste these on postcards and number them. Competitors make a list of their guesses.

The competition can be made more difficult by getting the better-known people in unusual surroundings and attitudes.

SMELLING COMPETITION

Put small quantities of odorous materials into little muslin bags and suspend them on a string across the room. Fix a

numbered label on each. Competitors have to smell the bags without touching them, and record their guesses as to the contents.

SMELLING COMPETITION (2)

Another way to run this competition (if the number of players is small) is to blindfold them one at a time and hold the articles under the competitor's nose while he calls out his guesses.

SMELLING COMPETITION (3)

A third way of running this competition is to have liquids in bottles, and to let competitors uncork each bottle and smell the contents. In this case be careful to paste paper completely over the bottles so that the colour of the contents cannot be seen.

HALF AND HALF

Collect pictures of animals, about ten times as many as the number of competitors expected. Cut these in halves. Have two large sheets of white paper. On one of these paste lightly (by the top edges) the upper parts of the animals, and on the other the lower parts. Pin the sheets on the walls.

Competitors have to take a "top" from one side of the room, go across and match it up, and then return for another. When all the tops have gone, the game is at an end, and the player with the biggest number of completed animals is the winner.

The same idea could be worked with *Household Articles*, cut from a catalogue.

SILHOUETTES

Cut out from periodicals or sales catalogues illustrations of

simple objects—an arm-chair, a hat, a lawn-mower, etc. Paste each of these on thin card and with sharp scissors carefully cut round it, leaving a blank space where the pictured object appeared. A kind of silhouette is formed, and competitors have to guess what the object was.

NURSERY DRAWINGS

Give competitors postcards (numbered) and announce that each one is to draw something that will represent a well-known Nursery Rhyme. There are dozens of rhymes from which to choose, and you will get some amusing results. Allow five minutes, and place the drawings round the room. Players are then given papers on which to record their guesses, a prize being offered for the most successful. A prize can also be given for the best drawing.

ANIMAL GAME

Whisper to each of your players the name of an animal. At a given signal the players mingle with one another, all making the noises of the animals they represent. When the signal is given to stop, the players are handed papers and have to write down the names of the animals they have heard—as many as they can remember.

CRAZY HUNT

This game necessitates the room being prepared before the guests arrive. Twenty objects are "hidden" about the room, and players have to make a list of them. They are simply told that they are "familiar objects in unusual places."

LAPSE OF MEMORY

This idea not only provides a good deal of fun but encourages an early start to the programme.

Ask your guests to come to the party with something about them that indicates a lapse of memory. Give out papers and pencils, and offer a prize for the largest number of correct guesses. Here are a few examples of "lapses"—odd stockings, wrist-watch worn upside down, shoe-lace undone, one earring instead of a pair.

* * *

A variation of the idea is to ask guests to arrive wearing something bought at the sixpenny store, for the others to identify as before.

CELEBRITIES

This is an ideal mixing game. Pin on to the back of each player the name of some well-known person, living or dead, real or in fiction. He then has to talk to other people and find out who he is, by asking questions, which must be answered only by "yes" or "no." When a player has guessed his identity, he can have another label, and continue.

REUNION

Use a set of "Happy Family" cards (which can be bought for as little as threepence) or prepare cards by writing sets of names upon them. As many sets will require to be used as there are players.

Give each competitor one card out of the set of four, having placed all the remainder in different positions round the room. The first player to assemble his family is the winner.

CHINESE OPERA

Select some very well-known song choruses. Write out the lines on separate slips of paper. Have as many slips as will correspond with the number of players.

Scatter the slips on the floor in the middle of the room. Each player takes a slip, and, having read his line, goes off

to find the people with the other lines belonging to that particular song. In a short time all the players are grouped, and at this point you announce that all are to sing their choruses—at the same time! Then tell them that is what is known as a “Chinese Opera.”

If there are, say, 20 players, four-line choruses could be used, so as to group them into five fours. If the number is larger, six- or eight-line verses could be selected.

PILLAR BOXES

Distribute round the room, up the stairs, or in any available spots a number of boot boxes, each with a big slit in the lid. In large letters on the lid, write the name of a County.

Prepare a number of small slips, about six times as many as there are players, each bearing the name of a Town. There can be several of each town. Place these slips in a box which remains at a spot which can be called the “Sorting Office.”

The game proceeds like this. A player goes to the Sorting Office, takes a slip, puts his name on it, and then finds the appropriate box and “posts” the slip. He then returns for another slip and again seeks the appropriate county box.

Players may not take away more than one slip at a time. When all the slips have been used up, the game finishes, and someone is given the task of collecting the slips, seeing that they have been posted in the right boxes, and counting to ascertain which player posted the greatest number.

MATCHING PROVERBS

Type or write on slips of paper a number of proverbs, about three or four times as many as there are competitors. Cut the slips in halves. Get some sheets of brown paper, and paste the slips lightly on at one end, so that they can easily be detached. Do not mix the first and second half of any proverb on any particular sheet. Hang the sheets round the walls.

Competitors have to go to the sheets containing “first

DISTRIBUTING GIFTS

If it is desired to give a present to every member of the party, the following suggestions may be useful.

(1) *Hidden Descriptions*.—Give each guest a parcel (not his own) and ask him to deliver it to the person described on the label. The label will bear a phrase or two by which the recipient may be identified—something cryptic or poetical. This idea will prove a good mixer.

(2) *Halves*.—Distribute the parcels about the room. On each of them stick a label bearing half a Proverb. (A list of these will be found on page 56.) The other halves are put into a hat; each guest draws one, and goes in search of the parcel bearing the missing portion. This can also be carried out with Flower names halved, or names of Animals, Towns, Songs, Plays, or items having local significance.

A similar notion can be used in distributing presents from a Christmas tree. As the gift is cut off, the "half" on it is read out and the guest holding the corresponding half calls it and claims the gift.

(3) ACTIVE CONTESTS AND TEAM EVENTS

Most of the items under this heading involve a little preparation beforehand, but such additional trouble is usually appreciated by the players.

In cases where small slips of card are required, plain 5in. by 3in. index cards are useful for cutting up. Names of items should always be written in block letters.

FORMING INTO TEAMS

If you desire to form people into groups or teams by a method, instead of merely asking for volunteers, here is an idea.

Suppose you require five groups of ten, write on slips of card the names of animals: 10 lambs, 10 dogs, 10 cats, 10 cockerels, and so on. Each player, on taking his slip from a hat, makes the appropriate noise, and in this way finds the other players who are making the same sound.

This method gives rise to a lot of noise! If you want to form into groups in a quieter manner, there are various ways: using a pack of "Happy Family" cards (purchasable for a few pence) for fours, a pack of ordinary playing cards for four groups of thirteen, or prepared slips of card with groups (so many of each) of Towns, Flowers, Vegetables, Sports, etc.

County groups provide an interesting method. Prepare slips giving names of 10 different towns in Surrey, 10 in Kent, and so on. Competitors get together according to their Counties.

MYSTERY NUMBERS

Arrange three rows of seven chairs, behind one another. Competitors take their places, and are numbered one to seven. When a "number" is called, the players with that number rise, turn to the right, and run completely round the row of chairs and into their seats again. The one who gets back first scores a point for his team.

The fascination of the game lies in the fact that the numbers are called out in a cryptic form, and this tests the intelligence of the players in deciding what number is indicated each time. Here are suggestions as to the terms that can be used in place of numbers.

1. Unique, solus, unicorn, tail of a donkey, Nelson's eye, elephant's trunk, tusk of rhinoceros, flame of a candle.

2. Duet, twins, hook and eye, deuce, feet of canary, hands of a clock, piano pedals, cat's eyes.

3. Pawnbroker's sign, trident, trio, letter C of alphabet, triangle, triple, shamrock, tricycle.

4. Quads, legs of a chair, corners of a picture, legs of a sheep, quadrangle, sides of a square, two pairs of eyes.

5. Quintette, letter E, triplets and twins, toes on the foot, starfish, maple leaf.

6. Hexagon, quins and their mother, legs of lamb and goose, tanner, sextet, half the sides of new threepenny piece, half a dozen.

7. The wonders of the world, letter G, the days of the week, septuagenarian, Book of Judges, half of fourteen, the perfect number, third of twenty-one, quads and triplets.

HAT AND SCARF RACE

Players are seated on chairs behind one another, in teams of about a dozen. The player at the front of the row puts on a hat, scarf and gloves, runs completely round the chairs and then hands the four items to player No. 2, who proceeds in the same way.

It should be stipulated that the scarf must be tied through, and that the gloves must be put on properly before the competitor starts running.

Odd-looking hats and gay scarves add to the merriment.

HAPPY TRAVELLERS

Arrange competitors, men and girls, in two rows, seated, facing one another, and with no space left between. This is

supposed to be a rough-and-ready illustration of conditions in a tube train! Give each person a newspaper which has previously had its sheets jumbled up. All the newspapers should be jumbled in the same manner, and they should have the sheets turned upside down as well as being put into the wrong order.

Now tell the players that they have to arrange their newspapers in correct order. There will be rustle and hustle, and it is well to have a "dummy" player seated at each end of both rows so as not to give the end competitor an unfair advantage in elbow-room. The first to get the paper correctly sorted wins a prize—and deserves it.

THE FISH POOL

A fairly large space is required for this game, and eighteen players. Chalk in the middle of the floor a circle to represent a pool of water. Arrange your players 20 to 40 feet from the pool, in three groups, as if they were on three points of a triangle with the pool in the centre. Cut out of coloured paper a "fish" for each player, and for each team provide a fan or a doubled sheet of newspaper.

This is a team game; each team should have a different colour, and the object is to fan the fish into the pool. No. 1, having got his fish in the circle, runs back and hands his fan to No. 2. If any player should fan a fish *out* of the pool, he must get it back before he can proceed.

THE CORK IN CIRCLE

Draw a circle in the middle of the floor, and place in the centre of it a large cork. Arrange your players in two teams. Each side takes a turn in trying to send the cork out of the circle by aiming a tennis ball at it. If desired, you can have an inner circle, so that the teams can score one point for getting the cork past the first line and two for getting it past the outer line.

WORD MAKING

Get 46 sheets of white card (measuring about 9in. by 5in.) or paper pasted on to any sort of card will serve the purpose. Write on these, in big, heavy block capitals, the letters of the alphabet (in duplicate) omitting Q, X and Z, as they are so rarely needed. You now have two sets of 23 cards.

The game calls for two teams of players, 12 in each, who are given two cards, with the exception of one, who has the odd card. The players stand in two groups, and when a word is called, the people holding the required letters stand forward, arrange themselves, and present the word to the rest of the company. The team first showing the word wins a point.

It is as well to prepare a list of words beforehand, and to start with short ones. As there is only a single set of the letters, it will be obvious that words containing doubled or repeated letters must not be used.

THE BEAN GAME

This is very exciting and very noisy.

First distribute in every part of the room some scores of beans. Divide the party into teams of five, plus a leader, and give members of each team the name of an animal. (This can be done by handing out written slips.)

The object of the game is for each team to collect as many beans as possible, until all are cleared away. But members of a team must not *touch* a bean. They simply stand by it and make the noise of their animal until the leader comes to collect it.

The team whose leader has in his hand the largest number of beans is the winner.

OFF FOR THE WEEK-END

At one end of the hall, on the floor, is a jumbled heap of garments—hats, coats, scarves, skirts, pullovers, etc. At the other end stand the competitors, in pairs, representing a man

and his valet about to go off for the week-end, and a lady and her maid. The valets and maids, holding empty suitcases, run to the heap of garments, select three, put them in the suitcase, shut it, and return. The masters and mistresses then don the clothes, and the first pair to present themselves to the judges properly clad and with suitcase, are the winners.

GREYNA GREEN RACE

Arrange the men and girls in pairs at one end of the room, and at the other have a table with a number of "books" to be signed, also a suitcase for each pair, containing hat and coat for girl, and hat and scarf for man.

The pairs of competitors have to run to the table, sign the book, don the clothes, shut the suitcase, and take it to another room in the house, where they discard the hats and coats and return to the place whence they started.

If there is a large hall, or this competition is being run out of doors, it makes great fun if the man, after the book has been signed, picks up the girl and carries her the length of the hall or field. When arranged in this way, the suitcase idea is omitted.

BAG BURSTING

Arrange rows of chairs one behind the other, not more than 12 in each row. Under each chair place a paper bag.

Players take their seats, and on the word "Go!" No. 1 leaves his chair, runs round all the chairs, back to his place, takes the bag and blows it up and bursts it with his fist. The burst is the signal for the second player of the team to repeat the performance. This goes on until one team has burst all the bags.

PUTTING THE BABY TO BED

Arrange two rows of chairs (about a dozen) behind one another. At the top of each row is a table, with candle (in candle-stick), matches, and a "baby."

The first competitor in each row has to advance to the table, light the candle, pick up the baby, and carry it and the candle completely round the chairs and back to the table, blowing out the candle and laying down the baby. The moment he has completed this performance, the second competitor does the same.

HOOP RACE

Players are arranged in two long rows, behind one another. The object is to pass a hoop right over the body, step out of it, and hand it to the competitor behind. This goes on down the row.

If preferred, have three or four short rows (8 to 12 players). When hoop reaches the last in the row, he runs to the front and the process is repeated until all the players have reversed their position.

Should hoops not be available, this game can be played with rings of thick string, or leather straps.

BALLOON RACE

Players stand behind one another, in rows of about eight to fifteen. The first player, on the word "Go," passes a balloon backwards over his head. It is passed from player to player until it reaches the last in the line, who runs to the front with the balloon and then passes it between his feet. It goes between all the feet to the end of the row.

The processes are repeated until all the players have reversed their position; the first team to accomplish this is the winning one.

BALLOON SIDES GAME

Arrange two rows of chairs facing one another. Competitors are seated, and each side has a balloon. The object

of each side is to hit the balloon over the heads of the opposing side until it drops on to the floor. This is a goal.

If desired, a goal-keeper can be posted behind the lines to make the game a little more difficult.

HEADING BALLOONS

Line up the competitors at one end of the room. Give each a balloon. They have to head the balloons down the room past a given line. If they allow the balloon to drop to the floor, they must return to the starting-point.

A variation of this game, for men only (and not particularly good for the trouser-knees) is to have the balloons on the floor and for competitors to blow them the length of the room.

BALLOON BLOWING

There are various ways of arranging a balloon-blowing contest.

(1) Line up the competitors and let the winner be the one who blows the biggest balloon in three separate breaths.

(2) Give a prize to the one who first bursts the balloon.

(3) Ask competitors to eat a dry biscuit and then blow out the balloon in a given time.

BLINDFOLD FEEDING

Competitors are arranged in pairs, man and girl, seated on chairs, facing one another. They are blindfolded, and are then each handed a saucer of raisins, small sweets or jelly, together with a spoon. They now have to feed one another, and the pair whose saucers are first empty are the winners.

A CURRANT EVENT

Place on the floor six saucers of currants. The men, who
G. for P.

have their hands tied behind their backs, have to run backwards to the saucers, turn, kneel, eat the currants, and then return to the starting-point.

WOOL WINDING

This is a competition for men. Have as many balls of wool as there are competitors. Unwind the balls down the length of the room and let a girl hold one end. The man takes the other end and proceeds to wind the wool into a ball. It is not as easy as it sounds, and some queer and buncchy effects will be produced. The winner is the one who first winds all the wool, provided it looks something like a ball !

CUTTING THE TAPE

This is a competition for girls. Get as many lengths of narrow tape and pairs of scissors as you have competitors. The object of those taking part is to cut the tape through from end to end into two narrow lengths.

Tapes should be stretched down the room, and held firmly at the farther end. About 12-foot lengths will be found sufficient. Any competitor cutting a section of the tape right off is disqualified.

If it is desired to make the test more complicated, the tapes can have knots at intervals.

FLORAL DANCE

Buy some artificial flowers of varying colours, and jumble them on a table—six pink, six yellow, six blue, etc. Have groups of six competitors (girls) and allocate a colour to each team.

Ask No. 1 of each team to hop the length of the room, pick out a flower of the team colour, and hop back with it. No. 2

then starts off, and the process is repeated until one team has brought back the six flowers.

SPOTTING THE WINNER

Prepare about a hundred little cards, each containing a letter of the alphabet. Scatter these, face downwards, on the table. The men have to run (backwards) to the table, and the first to pick out letters making the word "Winner" runs back with them. They must pick up only one letter at a time, look at it, and replace it, face downwards, if it is not what they want.

BLINDFOLD POTATO RACE

Up to six (men) competitors can take part in this, but there must be plenty of space between them. Each stands at one end of the room by the side of an empty shoe-box. In front of him are placed, at intervals, four potatoes. After being blindfolded, he has to walk (or crawl) to the first potato, and return with it to the box, then go to the next, and so on, until the four are placed in the box. Each man has a girl partner who stands near the fourth potato and gives instructions that will help her partner.

It is not always possible to determine the winner of this game, for it will be found that a man will get near a potato, put out a hand, and shoot it right out of position. In searching for it, he may find one of the other competitors instead, and by this time the potatoes may be thoroughly mixed up! But it is excellent fun.

DUSTER HOCKEY

Arrange two rows of chairs facing inwards, with a five-foot space between. Place a chair in the middle at each end of the double row, to form a goal-post. The players take their

sides and are numbered one to ten, beginning alternate ends so that two similar numbers are not seated opposite each other.

Two walking-sticks (without ferrules if the floor is to be considered!) are laid on the floor, along with a duster. On the leader calling a number, the two players with that number take the sticks, and each endeavours to get the duster into the opposite goal. When a goal is scored, it is recorded in favour of the side, and another number is called.

For a variety of this game, use brooms and a soft "ball" made of rags tied together.

STRAW AND DISC RACE

Competitors sit on two rows of chairs, facing each other. Each has a straw (the kind that are used for soft drinks). At one end of each row sits a Captain, who has in a saucer six discs about the size of sixpences, cut out of coloured paper. He hands these, one at a time, to the player at the end of his team, whose object is (by means of an indrawn breath) to make the paper disc adhere to the end of his straw. He then drops it into the hand of his neighbour, who repeats the performance. When the six discs arrive at the other end of the line, the team has won.

TEASPOON RACE

Competitors are seated in two rows, facing one another. Each has in his mouth a teaspoon. The player seated at one end of each row is given a lump of sugar. He places this in the teaspoon and gently tips it into the spoon of his neighbour. This goes on down the row to the end.

EGG-CUP RACE

Competitors are seated in two rows, facing one another. Player No. 1 has two egg-cups, in one of which is a ping-pong

ball. He has to blow this into the empty egg-cup. Having succeeded, he passes the materials to his neighbour, who does the same thing. Proceed to the end of the row. There is a knack required in this game that makes it fascinating.

PASSING THE BEANS

Competitors stand in two rows, facing one another. On a chair at each end, ten beans are placed. These are picked up one at a time by the end player and passed along the line, *right hands* only being used. When a bean reaches the end of the line, it is returned *behind* the players, by the use of the left hands only. A non-player stands at the end to receive the beans on their return journey, and the side that first gets the ten beans back is the winner.

THE STICK RACE

Competitors (not fewer than ten) stand in two rows, facing one another. A chair is placed at one end. Each row has a walking-stick. The first competitor in each row takes the stick, runs down inside the lines, taps the chair at the bottom, and returns with the stick to his place, handing the stick to No. 2. This continues until the last player has tapped the chair.

PASSING THE ORANGE

Competitors are seated on chairs in two rows (of a dozen or more) facing one another. An orange is started at one end and has to travel the length of the row, being passed along on the top of the players' feet. The feet must be kept tightly together, for the orange must not be allowed to drop between them. There is a great knack in keeping the legs stiff and tilting them so as to drop the orange gently on to the next pair of feet. The side that first gets the orange to the end wins.

PASSING PENNIES

Competitors stand in two rows, facing one another. Six pennies are started at one end of one row and at the opposite end of the other. They are passed quickly from player to player, in palms of right hands. If a penny is dropped, it has to go back to the beginning of the line. Either have a non-competitor at each end to start and receive the pennies, or use an empty chair.

NUMBERS

Players are seated in two rows, facing one another, having been given consecutive numbers. The leader calls a number, whereupon the players having that number rise, run completely round the line of chairs and back to their places. The first one to get back scores a point for his side.

For a similar game on a more elaborate scale, see "Mystery Numbers," page 59.

REVERSE RACE

This is suitable for a large room, or for out-of-doors. It is run in partners, and the two have to link arms, but they face one another instead of being in the normal position.

The length of the course is then run, the man (for example) pulling his partner backwards. On reaching the tape, they run back along the course, this time the girl going forwards and the man backwards.

/ TWO MINUTES' WALK

Some people think that two minutes is gone in a flash! This game (for hall or out-of-doors) is a splendid test of the ability to estimate a period of time.

Competitors are lined up, shoulder to shoulder, and a tape

is stretched across the course, at about 50 yards' distance, with plenty of space beyond it. Competitors are told to walk to the tape in two minutes.

The one with his foot on the tape when the whistle blows is the winner. They must walk steadily but may go as slowly as they please, and if they reach the tape too soon they must continue walking right past it. At the end of two minutes the effect will be curious—some will not have reached the tape and others will be considerably beyond it.

THE NEWSPAPER WALK

Line up the competitors at one end of the room. Give each of them two sheets of newspaper. They have to walk the length of the room, treading only on the newspapers. This means that when standing with a foot on each sheet of paper, they have to raise one foot whilst they shift the paper forward.

FANNING THE PING-PONG BALL

Competitors stand in a row, and on the floor in front of each is a ping-pong ball. They have to fan this along the floor into apertures made by card-tables turned on their sides.

Suitable fans can be had for a penny, but if these are not available, newspapers will do.

GARAGE RACE

Card-tables are arranged in the same way as in the Ping-pong Ball Competition (see-above) and are supposed to represent garages. A postcard, bent in the middle, represents the motor-car, and this has to be fanned the length of the room, into the garage that is opposite the competitor.

CARD AND PAIL CONTEST

Stand a pail (or a waste-paper basket) on the floor. Put

a chalk line about ten feet from it, and let each competitor have ten playing cards and endeavour to throw them into the pail. Keep scores and have several rounds.

BEAD THREADING CONTEST

Have ready six saucers each containing 12 beads. Six men and six girls stand at the other end of the room. Each man has a needle and cotton, which he has to thread. Meantime the lady runs (backwards) to the saucer, and brings two beads back to her partner. He threads them, and she runs to get two more. This proceeds until he has threaded the twelve beads and tied the necklace round his partner's neck.

THE PATCHERS

Call for girl competitors, up to about a dozen. Let each select a man partner. Arrange these so that they are in full view of the rest of the company. Give to each girl a needle, threaded with a length of cotton, and a square of gaily-coloured material. In the space of five minutes she has to put the patch on to the coat of her partner.

JUDGE AND JURY

Players are seated in two rows, facing one another, with the "Judge" at the top end. Nine or ten a side is sufficient. Players should be directly opposite one another, and the Judge proceeds to ask questions. When questioned, the player remains dumb, but his *opposite* gives the answer. If the questions are personal ones, the game is very amusing. Each time a slip is made, the side loses a point.

ELEPHANT DRAWING

Pin on the wall as many sheets of white paper as you have

teams. Each team consists of six players, who have to draw an elephant, and at the end the non-players decide which is the best effort.

Number the members of the teams one to six, as follows : *ones* have to draw the head, *twos* the body, *threes* the tail, *fours* the trunk, *fives* the front legs, and *sixes* the back legs. On the word of command, the competitors in the respective teams come forward and draw the portion allotted to them. These commands may be called out in any order, so that you might have the back legs drawn first, then the head, then the body, etc.

THE MILLINERS

Give the competitors (girls) each a strip of crepe paper, a supply of pins, and a pair of scissors. In the space of 15 minutes each has to create a hat and wear it.

THE DRESSMAKERS

Give the competitors (men) each about six large sheets of newspaper, a supply of pins, and a pair of scissors. They are then asked to cut out a garment for a lady. They each choose a partner, who stands by them while they pin on the various portions.

SIDES GAME

The party is divided into two rows, facing. A class of object is decided upon, and members of the groups alternately call out the name of something belonging to that class. For instance, a start can be made with Flowers. Names of flowers are called out alternately until there is a pause. If the M.C. can count ten before the player whose turn it is can think of a flower, the other side has won the point.

Another class of object must then be taken, e.g. Birds, Fish, Vegetables, Countries, Foodstuffs. (Any of the items appearing in the "Tiresome Letter" list, page 40, can be used.)

SECTION II

GAMES

{1} FOR SMALL PARTIES

By small parties is usually meant parties from one to two dozen, but certain of the games in this section can just as well be used for a larger party, as it is impossible to group them into clear-cut divisions.

POTATO ARTISTS

This is a fascinating game, and is a great test of ingenuity, originality, and artistic skill.

Give each player a large potato (well scrubbed), a knife, a dozen pins, a dozen matches, a length of coloured wool, and a square of crepe paper. Cardboard box lids will be required for use as trays. Each player has to make some interesting object out of the materials provided. You will get furniture, vases, dolls, and all sorts of pretty or comical things. Set a time limit of 20 or 30 minutes, and give a prize for the best result.

THE MENAGERIE

Give each player four pipe cleaners and two small black-headed pins. The idea is to produce a zoo animal. Set a time limit of ten minutes.

JIGSAW GAME

The players are seated in a circle. Each is given a plain postcard, and is told to cut it into four pieces, just two straight cuts. He then hands the pieces to his left-hand neighbour, who has to re-assemble them into the original shape. The

first to succeed scores a point, the pieces are passed once more to the left, and the game proceeds.

WORDY PEOPLE

Competitors in turn are given a letter, and have to say as many words as they can, beginning with that letter, in the space of one minute. It should be stated at the outset that derivatives are not allowed, as they are difficult to keep track of; in other words, players must not say, for example, "speak, speaker, speaking, spoke, spoken . . ." Proper names also are excepted.

SEEKING A WORD

A player withdraws from the room, whilst those inside think of a word. It should not be one of fewer than four letters. The player then comes in and begins to ask a question of each player, who must include in his answer the word that has been decided upon.

SEEKING A PROVERB

This is played in the same way as the last game, except that a proverb is decided upon, and each player has to include in his answer the word (of the proverb) that has been allotted to him.

THE TRAVELLERS

A says, "I am going on a journey to —" (mentioning the name of a country or town beginning with A). B says, "And what will you do there?" A then gives a sentence containing a verb, adjective, and noun beginning with A. The game continues throughout the alphabet. Here is an example: "I am going on a journey to Amsterdam." "And what will you do there?" "I shall arrange ambitious amusements."

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I'M GOING TO AFRICA

Players are seated in a circle. The leader says: "I'm going to Africa and I'm taking some suits with me." The second player repeats the formula and mentions the object he intends to take. If in order, the next player continues, but if No. 2 is out of order, the leader says: "No, you can't take that with you." This goes on round the circle until the non-players guess the secret, which is that each player on mentioning the article he is taking actually touches it with his hand.

WORD MAKING

The game is to think of and write down as many words as possible that have the same letter at the beginning and the end, e.g. *deed, rear, treat*.

CHAINS

Players are seated in a circle. The first gives the name of a Town. The second has to give a name beginning with the last letter of the previous town. For example, first player says Brighton, the second Nottingham, the third Manchester. The game gets more difficult as it proceeds, as no town must be repeated. A player defaulting three times withdraws. Then, by way of a change, begin a *Flower chain*, a *Fruit chain*, an *Animal chain*, and so on.

An interesting variation is to make a *Syllable chain*, each word beginning with the last syllable of the previous one, e.g. *tem-per, per-son, son-net*. Only the sounds count, and not the spelling.

This game can be made a writing one, each player compiling his own list, and the one that produces the longest list in the space of ten minutes being the winner.

DOUBLE MEANINGS

The first player thinks of a word (a noun) having two

meanings, and then puts the two words into a sentence, substituting the word *motor-car* for the one that has to be guessed. For example, if the word *hair* (hare) is chosen, the sentence might be, "The girl was running like a motor-car, while her motor-car was blowing in the wind." If no one can guess the word, the player scores a point and takes the next turn.

ADVERBS

This game is suitable for half-a-dozen to twenty players.

One member, who later becomes the Questioner, withdraws from the group whilst the others hold their consultation. They fix upon an adverb, which they will indicate by the manner in which they answer the questions put to them. Suppose they have chosen "disagreeably," each player on being questioned, must answer in a disagreeable manner. When the Questioner has guessed the adverb, another player takes a turn. The next adverb might be "joyously," the next "briefly," then "dramatically," "sarcastically," "untruthfully," "shyly" and so on. Sometimes the demeanour of the players will indicate the word and sometimes, as in the case of "untruthfully" the actual wording of the answers. There is scope for much variety in this game.

IN THE CHOSEN MANNER

This is a variation of the game of "Adverbs." The player who has been out of the room while the word has been selected now asks the first in the circle a question such as, "Will you draw back the curtain *in the chosen manner*?" The player then proceeds to perform the action in a way that will illustrate the adverb. The next might be asked, "Will you offer your chair to Miss Jones *in the chosen manner*?" This proceeds until the word is guessed. It will be obvious that the adverb chosen must be something that admits of dramatic interpretation.

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WHY AM I LIKE IT?

The idea of this game is for one player to guess the object that has been decided upon by the others. The one who volunteers to guess must withdraw from the group while the others consult and make their decision.

Let us suppose the object selected is a *rucksack*. The Volunteer says to each of his companions in turn: "Why am I like it?" The first one says: "Because you are useful," the next: "Because you are sometimes bulgy," the next: "Because you soon get grubby," and so on.

The player who gives the Volunteer the clue that enables him to guess correctly is the next to take a turn.

A slight variant of this game is called "The Bright Idea." In this case, when the object has been decided upon, any player exclaims: "I've got a bright idea!" whereupon the Volunteer says: "Why does it remind you of me?" and the answer comes: "Because it is so-and-so."

A MUSICAL ROMANCE

For the purpose of this competition it is necessary to write a story and to introduce into the narrative the names of well-known songs. Papers and pencils are handed out. The M.C. then reads aloud to the party the story, stopping when he gets to a point where the name of a song occurs, and the pianist then plays a characteristic phrase or two from the song. The competitors write down their guesses, and, at the end, the M.C. reads the story right through, including the required phrases. The following example will give an idea as to the way in which the story might be put together:

"Our heroine, *Daisy*, came to London from *Killarney*. While crossing *Piccadilly*, she was knocked down by a car. A gallant young man, who proved to be *John Peel*, rushed up, bent over her, and said, '*Angels guard thee*.' Then she opened her eyes, and begged to be taken to her *Little Grey Home in the West*, but he said, '*Tell me, pretty maiden . . .*'" and so on.

If preferred, this can be made a game instead of a competition, the players merely calling out the name of the song as it is played.

MUSICAL SNAP

This is somewhat similar to "A Musical Romance," page 80.

If you have in your company someone who can sit at the piano and rattle off from memory a number of well-known tunes, "Musical Snap" will prove good entertainment. Forty or fifty tunes will be needed. The pianist begins to play, and the first member of the party to call out the name of the piece scores a point.

If preferred, players can write down their guesses on paper. This makes the game more serious and gives longer time for thought.

CARD PAIRS

This game is suitable for a dozen or so players, and it does not matter if the cards do not go round evenly. Extract one card from the pack, and turn it face downwards on the table. Deal out the remainder.

Each player looks at his cards, and puts on the table any pairs; that is, two Jacks, two fives, and so on. Then the players begin to exchange, in this way, with the object of making further pairs. The dealer offers his cards, face downwards, to the player on his left, who takes a card and looks to see whether he can make another pair. He then offers his cards to the player on his left, who takes one. This goes on until all the cards are paired off, with the exception of the fellow to the one taken out of the pack. The player who is left with this has to pay a forfeit.

RUDE REMARKS

This game causes fun in a group of players who are well-known to one another. A pack of cards is distributed. If there are fewer than twenty-six present, some of the cards should be taken out, as it is sufficient for players to have two each.

The M.C. holds on his knee a corresponding pack. He makes a personal remark or asks a question, at the same time turning up one of his cards. The player who holds the corresponding card throws it on the floor, and the remark is taken to apply to him. He then carries on the game by making another remark, the M.C. turns up a card, and the player with the corresponding card throws it down, and in turn makes a remark.

The game continues until all the cards are used up.

THE JOURNALISTS

On no account must the name of this game be announced, or the cat will be out of the bag too soon.

Ask the gentlemen to select partners. Then request them each to talk to the lady for a few minutes, and say that you will tell them shortly what is to happen next. Having allowed three or four minutes for the conversation, send the ladies into another room. Now hand slips of paper to the gentlemen, each of whom has to write down a brief description of the dress of the lady with whom he has been conversing.

When the writing is done, collect the papers, recall the ladies, and let each stand in the middle of the room while the description is read out. It will be found that some accounts are precise in detail, others wildly inaccurate, and there will be lots of fun. A prize can be given for the most satisfactory description.

MAKING A WILL

A victim is sent out of the room, and told that those inside are about to compile a list of his effects, and that when he returns he has to give instructions as to how he would like to leave them.

The leader takes paper and pencil and with the assistance of the party makes out a list of the things (about twelve) that the missing player will supposedly have to leave when he dies. The list should be made amusing, and might include such

items as *love letters, tramping boots, false hair, winning smile*, and other items that relate to the interests, hobbies or disposition of the "testator."

The absent member is recalled and the leader says to him, "To whom will you leave item No. 1?" He names relations, charities and institutions or says, "I'll have that buried with me," "That can be burnt," etc. Then the leader reads out the item, together with the corresponding instruction, and the fun begins.

FIVE BEANS

An idea that will set the conversational ball rolling while guests are seated at tea is to place five beans on each plate. Guests proceed to ask one another questions, and whoever is persuaded into answering a direct "Yes" or "No" is presented with a bean. The guest who first gets rid of the five beans is the winner.

NAMES AND PHRASES

Each player in the circle whispers to his left-hand neighbour the name of a well-known living person. When that operation is completed, each player whispers to his right-hand neighbour a sentence, proverb, epigram, or the like.

The Questioner has withdrawn from the party. He now returns and proceeds somewhat as follows. To the first player he says "If your employer fell ill, whom would you choose as a substitute?" The player then gives the name of the celebrity by way of answer. The Questioner follows this up with "What do you think is the first instruction he would be likely to give you?" The pre-arranged sentence is then given as the answer.

The questions should, of course, be varied and humorous, and adapted to the circumstances in which the party is held. If this is done, the game will be a rollicking success.

EMERGENCIES

The success of this game depends upon the amount of originality that is put into it. If the players are keen and alert, it often works out in the most amusing way. There is no restriction as to the number of players, but as one must act as the Questioner, he will probably be happier if he has to deal with not more than a dozen or so.

The Questioner must withdraw, and get busy thinking out a series of questions that relate to some emergency. Each question must begin with : "What would you do if——"

The rest of the players think about mishaps, adventures, and accidents, and each having imagined himself in a particular situation, whispers his solution to his left-hand neighbour.

Thus each player is left thinking simply of one thing—the solution he has been given by his neighbour, such as "I should 'phone for the police," "I should throw it in the river," and so on.

Now the Questioner appears and asks each player in turn : "What would you do if——?" The ready-made answers must be given.

THE APPRENTICE GAME

This is for a small circle. It will add to the interests if a record is kept of the scores made by the players.

Player No. 1 says : "I apprenticed my son to a —— (mentioning the name of a trade), and the first thing he made was a —— (giving the initial of an article)." The first player to guess the name of the article scores a mark. Then player No. 2 proceeds, with another trade, and so on.

Here is an example : "I apprenticed my son to a *boot-maker*, and the first thing he made was a *pair of d.s.*" "Dance shoes," says someone. "Right !" And the game proceeds.

SUGGESTIONS

This is a good memory game for a small circle. One player mentions a subject, for example, "Music." The next

player mentions something that is suggested to him by the word "Music." He might say: "Music suggests wireless," and the next player: "Wireless suggests ship in distress," the next: "Ship in distress suggests rough sea," and the next: "Rough sea suggests bathing." This goes on round the circle twice, or three times if it is a small one.

Then comes the "unwinding." The last player has to say: "So-and-so was suggested by so-and-so," and the players have to link up all the subjects in the reverse order.

THE PORTMANTEAU GAME

This is a memory game. A says: "I am going on a holiday and am taking with me ——" (mentioning the name of an article). B repeats the same sentence, mentioning A's article and adding another. The game continues—a fresh article being added to the list each time—until the memory of one of the players breaks down.

ONE ORANGE

This is also a memory game. Players are seated in a circle, and the leader begins by saying to his left-hand neighbour: "One orange." This is repeated by each player in turn, until the leader is again reached. He repeats it and adds "Two terrible twins." His left-hand neighbour has to repeat the two phrases. So the game proceeds, and as the memory of any player fails, he withdraws. Ideally, the leader should memorise all the phrases, but he can have the book in his hand if he likes.

1. One orange.
2. Two terrible twins.
3. Three tender trusting teachers.
4. Four fat florid fussy fathers.
5. Five fearless fine flamboyant forgetful firemen.
6. Six slightly superior sisters singing sentimental songs.
7. Seven specially soulful seamen standing still staring seawards.

SUBJECT AND OBJECT

Two members of the circle are sent out of the room. Having decided what they are to represent, they come back as the *Subject* and *Object*. The Subject should be a person, and the Object something that is inseparably associated with him (or her). "King Alfred and the cakes" is an obvious example, but famous people of the present day may, of course, be selected. The two people seat themselves in the middle of the circle and are questioned, answering only "Yes" and "No." The players first set about finding the identity of the Subject, and having established that, they proceed to find out what the Object is.

TOWNS AND COUNTIES

Players are divided into two lines, facing one another seated. A player from one side throws a rubber ball (or other small object) into the lap of a player on the other side, at the same time mentioning the name of a town. The player indicated must, before ten can be counted, give the name of the county in which the town is situated. If he succeeds, he takes the next turn and his side scores a point.

FARMYARD STORY

For this game to be a success it is necessary for the leader to be able to make up an amusing story. Each player takes the name of a farmyard animal; if the names run short, two players can have the same one. The leader begins telling a story and mentioning the names of the different animals. Each time a name is mentioned, the player must make the sound of his animal. If he fails to do so, a point is counted against him. Every time the leader mentions the "farmyard," all the players make their noises together.

FILM FACES

The "victims" stand in a row, facing the rest of the party. They are then asked to register various emotions—love, hate,

simplicity, craftiness, grief, joy, fear, jealousy, anger, etc. The audience vote for the one they think the most successful.

POSING FOR A PHOTOGRAPH

Half-a-dozen guests who have never played this game before are dismissed from the room. Two chairs are placed together, and two people (a man and girl) sit on them. One of the players is recalled and he is asked to pose these two for a photograph. Having done his best, he is then requested to take the man's place. A girl is next recalled, given the same task, and then told to take the girl's place.

HOW GREEN YOU ARE !

A player is sent out of the room. Those inside make up their minds that he is to perform a particular action, e.g. take a piece of music from the piano and hand it to a certain member of the company. The player then enters the room and the company begin singing "How green you are" (to the tune of "Should auld acquaintance"). When he gets near the piano, they sing loudly, and if he begins to move away they sing softly, thus indicating his progress towards performing the desired task. In a short time he will do exactly what is required of him, and with keen adult players the action may be much more complicated than that given as an example.

DRAWING BY REFLECTION

Get as many pieces of paper (or plain postcards) as there are competitors, and draw on each very plainly in pencil a star. Prop up a mirror on a table. Competitors have to put the card containing the star flat on the table against the mirror, and (with pen or soft, coloured chalk) cover the outline of the star, *simply by looking at the reflection*. Those who have never tried this before will be surprised how difficult it is.

SIGHT READING—WITH A HANDICAP

This game consists of reading a passage with a big sweet in the mouth. The passage to be read should be either a tongue-twister or an unpunctuated paragraph. Competitors should withdraw from the room and come in one at a time.

UNRAVELLING

Get six penny balls of wool. Take six kitchen chairs and wind the wool in and out, all round the legs and backs of the chairs. Competitors have to sit on the chairs and disentangle the wool, winding it into a ball as they do so. The first to get all the wool off the chair without a break is the winner.

PIN PUSHING

Give each competitor a cake of soap and a saucer of tiny pins. The object is to push as many pins into the soap as possible within the space of half a minute.

MATCHBOX CONTEST

Put a few matches into a box and let competitors shake the box in turn and record their guess. There will be wide variations in the number estimated.

HAT BOX BALLOON

Place a hat box in the middle of the room. Let a player stand at a given point, say 10 feet from the box. Give him a stick and a balloon and tell him to get the balloon in the box. It may touch the ground, but he must on no account touch the balloon with anything but the stick.

RINGING THE BOTTLE

Tie a curtain ring to a piece of string and the string to a rod or walking stick. Place a bottle on the floor and let competitors endeavour to get the ring over the neck of the bottle.

FISHING FOR BUTTONS

Have a good-sized bowl of buttons and let four competitors at a time fish for them with a bent pin on a piece of string.

RICE PICKERS

Have as many saucers of rice as there are competitors. The object is to pick up with two knitting needles as many grains of rice as possible in two minutes.

BUTTERFLIES

Have half-a-dozen tubes of bright oil colours. Get ready some squares of paper, creased down the middle. Competitors have to squeeze out three small blobs of paint, one below the other, on the crease of paper, fold it together, and open out. The result is, or should be, a butterfly. Some interesting and varied effects will be obtained and a prize should be given for the best.

This can be done with coloured inks instead of paint, but it is, of course, less effective.

MEN PROVIDE THE FUN

Without giving any hint as to what they have to do, ask some of the men present (6 to 12) to come forward, line up, and kneel on the floor. Now ask them to turn out the content of their pockets and count the articles. Offer a prize to the

biggest number. Notes, letters, matches, etc., can all be separated so as to increase the number. Some amazing collections will be displayed.

JUMBLED WORDS

The disentangling of words that have the letters jumbled holds a fascination for most people, and there are various ways in which this idea can be utilised.

The simplest way is to compile a set of names of a class of objects, *jumble them*, and exhibit them, say, in half dozens round the room. They should be written in block letters. Useful groups are: birds, insects, trees, rivers, countries, girls' or boys' names, minerals, tools, things seen in a drawing room, in a garden, in a railway station, in a particular shop, etc.

An idea for a small circle of players is to imagine that a lady's handbag or a man's pocket has been turned out on the floor. Write the names of the articles (jumbled) on good-sized cards and place them on the floor in the midst of the players.

Write the names of books (not too well-known) and the authors' names below them, these being jumbled. A number of separate slips can be used (each bearing book and author) to be pinned on to guests, who go about guessing one another's authors. The same thing can be done with plays, poems, pictures, inventions, etc.

(2) FOR MANY PLAYERS

By larger parties is usually meant something over thirty, but it will be found that some of the games included here can be used equally well for small numbers.

In this section are included the musical games that involve the players performing some action to music and one being eliminated every time the music stops. This is one of the most successful forms of round game. The original "Musical Chairs" is too well-known to need description, but a number of variations are given.

TREASURE HUNT

The idea is to hide a present in a remote part of the house and leave guests to find it by solving a series of clues. Various methods may be adopted.

(1) Newspaper pictures of a number of objects can be placed round the room. By taking the initial of each, the player can form a word which will guide him to the treasure. The word might be "landing," "spare-room," etc.

(2) A keyword can be used in the same way as before, but jumbled, either on one sheet of paper, or the letters separated, written on big pieces of paper, and scattered round the room.

(3) The clue can consist of a whole sentence, telling the players how to find the treasure. In this case there should be as many words in the sentence as there are players. The words should be written on separate slips and each player should have one pinned on to coat or dress. Players have paper and pencil and take a note of the words until they have collected them and arranged them into the sentence that will provide the clue to the whereabouts of the treasure.

(4) If the house is a big, rambling one, a series of mystic clues can be provided (a sheet of them for each competitor). Players have to work their way through the house to the right spot by solving the mystic directions.

LUCKY FEEDING GAME

This game is suitable for 20 to 40 players, and is very exciting and amusing. Players are seated in a circle, with a small table in the central space. Materials required are a die (if there are about 20 players) or two dice (if there are more), and a large slab of nut chocolate wrapped up along with a knife and fork. It should be wrapped in six or more separate pieces of paper.

The players in turn throw the die on to the floor. Whenever a three or six is thrown, the player goes to the table, and begins to unwrap the parcel. It will not be more than a few seconds before another player jumps up, whereupon the player at the table must immediately stop his unwrapping. When the chocolate is disclosed, the player takes knife and fork and cuts through with the idea of eating one of the square sections. The game continues until all the chocolate is eaten.

It is well to warn the company that there must be no grabbing of the knife and fork; they must be dropped the moment the next player comes to the table.

HUMAN NOUGHTS AND CROSSES

One of the most interesting games, if you have plenty of space, is "Human Noughts and Crosses." Nine chairs are placed in position and these represent the nine spaces of the ordinary old-time game that everybody knows. The players are in two teams, the Noughts and Crosses, from 6 to 10 of each. A representative from each team takes it in turn to sit on a chair. The object of the Noughts is to prevent the Crosses from getting three players in a line.

The positions can be taken by means of the leader calling out alternately "Nought" and "Cross." Another way is for the players to be numbered and for the leader to call several numbers at a time. The players then rush to get the best position.

O'GRADY'S GYM SQUAD

Line up your players in rows as for a gymnastic squad. Now proceed to give them orders—"Left turn," "forward bend," "hands on hips," and so on. They must obey only when the orders are preceded by "O'Grady says—" As a player defaults, he must drop out. Players become smarter and more alert as the game proceeds, and it is necessary for the "instructor" to be equally alert and to give out the orders in rapid succession.

SHOUTING PROVERBS

Each player is given the word of a proverb and if there are not enough to go round, it is repeated. Two or three players have withdrawn from the room, and when they return, they stand in the middle of the circle and endeavour to guess the proverb when it is shouted at them.

The fun of this game lies in the fact that people new to it think that it will be perfectly easy to guess the proverb when it is shouted out, but it is anything but simple, for in the sudden chorus the individual words are very difficult to distinguish.

SHOPS

This is played in exactly the same way as the last game, except that it is decided to "keep a shop" and each player shouts the name of something sold in that shop. Those in the middle have to guess what type of shop is represented.

CLUMPS

This is an old-fashioned game, but it is interesting and exciting.

Players are arranged in groups of about eight. Each group sends a representative out of the room. These confer together

and decide upon some object that is to be guessed by the "clumps" inside. They return to the room, but not to their own clump, and members of the circle proceed to the guessing of the object. Their questions must be answered only by "yes" or "no." The first group to guess adds to its numbers by including those players who were sent out of the room.

Fresh representatives are now sent out, and another object is decided upon. The fun depends upon the objects being made really difficult—not just "the piano" but a particular key, not just a "brooch" but a particular stone of a brooch worn by a certain lady.

SINGING NURSERY RHYMES

Divide the party into two, and the section that can sing the most Nursery Rhymes wins the contest. Each group should have a leader who indicates which rhyme is to be sung next. One group starts by singing a rhyme, and then follows it by singing through the alphabet. During the course of the alphabet the other party decides upon its rhyme, and is ready to carry on. This process goes on alternately until one party becomes devoid of ideas.

The tune is here given and it will be found that it can be made to fit any rhyme.



BOBBING

This game gets all the players on their feet, in a long trail, one behind the other, and promotes a very lively atmosphere.

The leader, A, goes up to a member of the party, B (preferably one of the opposite sex) and bobs his head to her. B bobs back, whereupon A turns and B puts her hands on his shoulder and follows him. He goes round the room and bobs to someone else, C, who bobs back, and A turns and bobs to B, who turns and now becomes the leader, while the others, hands on shoulders, trot along behind. Thus every time a fresh player is picked up, the process of bob and turn goes on all down the line, and the last in the line becomes the leader.

This looks like a long and complicated process in print, but in reality it is quick and really amusing.

If the party numbers more than about thirty, fresh little trails can be started in different parts of the room, and finally linked up until there is one long line. This can then be led in the form of a maze, or up the stairs, through the house, round the garden and so on, finally being brought back, everybody panting and hilarious, to the games room.

THE CATERPILLAR

This is a simple but jolly game. As many chairs as there are players are placed in a circle. All players but one take their seats. The object of the one in the middle is to secure a seat and, in order to prevent him from doing so, the other players move from seat to seat continuously, in one direction. When at last he flings himself into a seat, the player on his left takes up his position in the middle.

BIGAMY

Chairs are arranged in a circle, but in sets of three. Twenty players or more are needed. Men sit on the middle chairs, with a "wife" on each side of them. There is one exception, a man who has one wife only—and an empty chair. When the music starts, this man, in the endeavour to secure another

wife, takes his present one by the hand, runs across the circle, and grabs another man's wife. This player, finding himself with one only, does the same thing.

When the music stops, the last three to be disturbed retire from the game, taking three chairs away with them.

ROUND THE CUSHION

This is a merry game, and good fun to watch. A dozen or so players are needed. They form a circle, holding hands firmly. A good-sized cushion is placed on the floor in the middle, and the object of each player is to make his neighbour touch the cushion with his feet. They scamper round, swirling here and there, and some high-stepping takes place, in order that the cushion may be dodged. As the players touch it, they drop out.

MUSICAL CHAIRS (not removed)

Arrange the chairs in a circle, facing outwards. Have one more player than there are chairs. Players walk round to music, and, when it stops, the one failing to get a seat pays the penalty by sitting on a chair, and thus reducing the number of chairs for the next round.

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MUSICAL CHAIRS (not removed)

In this case the chair arrangement is the same, but the number of players is the same as the chairs. The game begins by all taking seats, and each player memorising his position. When the music stops, players have to carry on in the same direction until they have reached *their own* chairs. This leads to an exciting scramble. The last to reach his seat pays the penalty by sitting on it for the rest of the game.

This game can be further varied by the leader giving instructions such as : "Right-about turn," "Hop," "Double," "Skip," and so forth.

MUSICAL HORSESHOE

This follows the lines of the last game, but the chairs, instead of being arranged in a circle facing outwards, are arranged in horse-shoe formation facing inwards. After the players have taken their seats so as to memorise their positions, the procession marches completely round the outside of the chairs, and, when the music stops, players have to rush as best they can to their own chairs.

MUSICAL PAIRS

Place single chairs, well spaced, about the room. Each man player sits on a chair, with his partner by his side. There is a pair of players in excess of the number of chairs. When the music starts, they walk in and out the chairs, and, when it stops, the man sits down and takes his partner on his knee. The pair failing to find a chair drop out and a chair is removed.

MUSICAL PAIRS (2)

The arrangement is the same as in the last game except that the man is blindfolded, and is led round by his partner, who, when the music stops, conducts him to a chair, places him on it and seats herself on his knee.

HIGH STEPPERS

In this case the chairs are arranged in pairs but with seats together—front of seat touching front of seat. They must be in an even line round the room, and players march along in pairs, stepping on to and over the chairs as they come to them. When the music stops, any pairs of players who are partly on the chairs at that moment are eliminated and their chairs removed.

MUSICAL MAT

Place a large mat at each end of the room. Players march or dance round the room (singly or in pairs) and those found stepping on the mat at the moment the music stops are eliminated.

For a slight variation of this game, draw a number of "mats" on the floor with chalk. The elimination is thus speeded up, and will just about coincide with the wearing away of the chalk lines!

MUSICAL SPOONS

Place on the floor, at fairly wide intervals, teaspoons, one fewer than there are players. A procession is formed, and, when the music stops, each player bends down and picks up a spoon. The unlucky player who cannot grasp a spoon "goes out."

For a slight variation of this game, use beans or other small objects and place them in a heap in the centre of the room. This means a rush and scramble when the music stops.

GODDESSES

Ladies have to walk round the room with a book (ordinary novel size) balanced on the head. When the music stops, they have to go down on one knee. If the book falls off the head, they have to withdraw. Some will default very quickly, but you may have a few left who become great experts, and if so, you must eliminate them by giving some additional feat to perform, e.g. walking with arms extended, walking sideways, walking backwards.

MUSICAL STICK

Players stand in a circle, and pass a walking-stick round to the left. The one holding the stick when the music stops stands with arms folded for the rest of the game. Before the

stick is passed from one player to his neighbour, it must be tapped on the floor, and it is this that brings the fun into the game.

MUSICAL ARMS

Arrange the men, close behind one another, down the middle of the room. No. 1 extends the right elbow and keeps the left arm flat at his side. No. 2 extends the left elbow—and so on down the line. The girls (one in excess of the number of men) form a procession, and when the music stops, "take an arm." A man drops off the line each time.

MUSICAL KNEES

Men stand in a circle facing outwards. The girls march round them and, when the music stops, each man quickly drops to the ground, offering a knee to the nearest girl. One man and the odd girl withdraw each time.

MUSICAL HAT

A circle is formed, players seated or standing. A hat is passed from head to head, and the one wearing it when the music stops is eliminated. He pays the penalty by remaining with arms folded for the rest of the game.

MUSICAL CUSHION

This is exactly the same as the last game, except that a cushion is passed from hand to hand.

MUSICAL TORCH

Same as last game, but the lights are turned out and a lighted electric torch is passed from hand to hand.

MUSICAL LOLLIPOP

Get a bar of "rock" and make it up into a strong parcel, tied with ribbon or string. Secure a piece of wooden stick exactly the same length, and tie this up so that it looks exactly the same as the other parcel. These two parcels are passed in opposite directions round the circle, and, when the music stops, the players holding them drop out. The game finishes with the last two players passing the real lollipop and the dummy backwards and forwards until the music stops, whereupon they open their parcels.

MUSICAL PARCEL

Wrap a very small gift in a very large parcel, with many separate sheets of different coloured papers, each tied with string. Players are seated in a circle, and, when the music stops, the player holding the parcel begins to unwrap it. Immediately the music continues he must relinquish it. Finally, the player who gets off the last wrapping and discloses the gift is the recipient of it.

THE MYSTERY PARCEL

A parcel is wrapped as in "Musical Parcel," but on each wrapping is written an instruction. When the music stops, the player holding the parcel reads aloud the message and proceeds to carry it out. Here are some examples: "Hand to the person with the nicest smile." "Hand to the guest with the biggest feet." If thought desirable, the *last* message can be: "Hand to the pianist," or "Hand to the youngest person present." It may be appropriate to single out some other guest for the special privilege of retaining the gift.

Another way of using this parcel idea is to let it follow on another game. Present the parcel to the winner of the game, and tell him (or her) to read and follow the instructions. It is handed on as before, but without music being played. The final instruction is: "Hand to the original winner," and this gives it back to the player with whom it started.

MUSICAL FAMILIES

A rather large hall is needed for this game. Arrange chairs about the hall in sets of four in a row. Having prepared some small cards bearing the names of families (e.g. Mr. Brown, Mrs. Brown, Miss Brown and Master Brown), distribute one to each player. The players then have to hunt about, and collect themselves together in families of four. There is, of course, one more family than there are sets of chairs. They then link arms and march round to music, the set of four sitting on a set of chairs when the music stops. The family failing to get seats withdraws from the game and a set of chairs is taken away.

MUSICAL NUMBERS

This game should not be played with fewer than forty players ; it is better still with a hundred and forty !

While the music is played, all present move round the room in pairs. The moment the music stops, the M.C. calls out "Fives !" whereupon the players group themselves in fives, and the odd ones are dismissed from the floor. The next time the music stops, another number is called ; and this goes on until the players are reduced to one.

The struggle on the part of the groups to seize odd players in order to make their numbers right is very exciting.

MUSICAL BOX-LIDS

Distribute round the floor a number of cardboard box-lids (or pieces of cardboard) of various sizes. Players walk round, single file, while the music is played. When it stops, they must all try to crowd on to the box-lids, even standing on one foot if necessary. All players touching the ground must withdraw, and a lid is removed at each round. It is well to finish the game by having two players walking round one small lid.

PINS WITHOUT NEEDLES

Divide the players into two or more circles of not more than a dozen. They are seated, and while the music is being played there are two objects passed round together—a piece of thick cloth and a sheet of pins. Each time the music stops, the player holding the objects begins to take pins from the paper and transfer them to the cloth, putting each pin firmly in and out. This goes on until one team has transferred all the pins to the cloth.

MUSICAL MOTOR-CARS

Prepare for this game by cutting postcards in halves and writing on them, in block letters : BODY, WHEEL, WHEEL, ENGINE, DOOR, MASCOT. Write one word on each card and have as many sets of cards (making up a complete car) as there are players. Mix the cards, face downwards, in a box.

The players are seated in a circle. Hand the box round the circle while the music is played. Each player in turn takes a card. When the music stops, the box is still passed round but no card is taken out until the music resumes. Unwanted cards are returned, face downwards, to the box. The first player to get a complete motor-car is the winner.

SECTION III
TABLEAUX, CHARADES, AND
MISCELLANEOUS EVENTS

SECTION III

TABLEAUX, CHARADES, AND MISCELLANEOUS EVENTS

Social gatherings and parties often include a number of people who have not lost the childish relish for "dressing up" and performing, and something of this nature will add a delightful note to your entertainment, provided it is arranged well.

Suggestions for Tableaux and Charades are given here, and also details of other organised events.

FLOWER TABLEAUX

Two people, with the aid of a few properties that are easily got together, can keep an audience entertained for fifteen minutes with these "Flower Tableaux"—so called for want of a better name. The idea is to do or say something that will represent the name of a flower. Some are very obvious and will be guessed at once, whilst others are a little more subtle. All the materials required should be collected and placed on a table in readiness, as it is important that a performance of this kind should be carried through without delay between items. The audience should be requested to call out their guesses.

	<i>Solutions</i>
1. Hold up one hand, palm 'towards audience	Palm
2. Exhibit a household broom	Broom
3. Make the statement: "Imagine that I'm an indispensable domestic animal." Then walk a few steps and trip up	Cowslip
4. Turn with back to audience and hold a bell to the right of the head	Harebell

Solutions

5. Hold a conversation with someone who is going on a journey. Ask him to write frequently—"You will remember, won't you?"
Forget-me-not
6. Throw up a handful of torn paper
Snowdrop
7. Don hat and gloves, and, with stick under arm, walk with a jaunty air, saying: "Imagine that I am a zoo animal"
Dandelion
8. One performer acts as untidy small boy who comes into hairdressing saloon for hair-cut. Hairdresser remarks on extreme untidiness of hair—and if audience have not guessed by this time, something can be said about his Christian name beginning with "R."
Ragged Robin
9. Cut in a sheet of paper an oval hole just large enough to allow the mouth to show through. Hold it in front of face
Tulips
10. Crouch near the floor, then slowly stand up. Or chalk rows of lines on large sheet of paper
Rose
11. Sit by the wall, with fan, and make mournful comment about the lovely dance music
Wallflower
12. A seat in the park is to be imagined. Two people seated. One rises, and leaves behind a handbag. The other picks it up, looks pleased, then decides to return it to owner—goes after her
Honesty
13. Try on some furs or fur coats
Furze
14. Conversation between two girls, one of whom admits she has turned down her lover who was rather hard-up and is now engaged to a well-to-do widower
Marigold
15. Hop along the floor
Hops
16. Scene—a theatre. Curtain rises. Two people look and listen, but decide that play is dreadfully dull. (It should be explained that word represented is a berry in this case, not a flower.)
Sloe

Solutions

- | | |
|--|--------------|
| 17. Get ready to keep appointment, and, suddenly looking at watch, realise that there is cause for hurry | Thyme |
| 18. Seeing a friend off on a sea voyage—conversation about the trip. "Bon voyage" | Speedwell |
| 19. Have some small articles (towels will do), iron them and hang them over chairback | Arum |
| 20. Two people meet on holiday and compare notes about their respective places of residence. One is tremendously enthusiastic about London | London Pride |
| 21. This is a "have." Hold up a frying-pan, and, after a moment of silence, remark, "Well, that's a pan—see?" | Pansy |
- The same idea can be used with names of Animals, Towns, Songs, Famous Pictures, Current Plays, Advertisements, etc.

BIRTHDAY TABLEAUX

Divide the company into groups according to the month in which their birthdays fall. All the January people get together, all the February ones, and so on. If there are one or two "odd" folk, they can be added to the smaller groups.

Now announce that each group has to represent a "Historical Scene" the name of which begins with the initial letter of their month. Allow fifteen minutes for all to make their plans, and then let each group present the tableau before the remainder.

If your people cannot rise to "Historical Scenes," get them to portray "Nursery Rhymes!"

FAMOUS PEOPLE

Put into a hat the names of a number of famous people. Let those who are taking the part of "entertainers" each take a name out of the hat. They then have to do something to represent the character, while the audience guess who is being portrayed.

CHARADES

A charade consists in the presentation of the syllables of a word, separately, and then the whole word. The old notion was to have any sort of scene and to *say* the word a number of times during the course of it. A more interesting method is to let the scene be a fair representation of the *idea* for which the word stands. This gives more aim and purpose to each scene, and it is not vital for the audience to listen for every word of the conversation. In fact, one or more of the scenes may be presented in dumb show if it is thought advisable.

When choosing charade words, select those that are composed of two or more definite and colourful words, so that the audience have a fair chance of guessing. There is no point in choosing a word made up of insignificant syllables. Here are a few useful words : Ham-let, buoy-ant, chair-man, scar-let, car-case, hurri-cane, law-suit, moon-light, news-paper, pack-age, sky-lark, watch-man, Sun-day, butter-fly, fare-well, work-house, sel-fish, man-sion, mis-chief, peni-tent, wish-bone, fan-atic, under-ground, sand-wiches, con-sump-tion.

ACROSTIC CHARADE

As a variation from the usual form, try the Acrostic Charade. It consists of a series of tableaux or quickly-acted scenes each representing a word. The initial of each of these words is kept in mind by the audience (supposing they have guessed the word) and these form the required word. Suppose you have selected W-I-N-T-E-R. The first scene can represent "Wreck," the second "Industry," the third "Nymphs," the fourth "Traffic Control," and so on. Let your representation be very clear, as this form of charade is none too easy to guess.

SHADOWGRAPH

If this idea can be carried out, it makes a change from ordinary tableaux. Stretch a white sheet across the room, and arrange a light behind it. Let the performers pass between the light and the sheet, thus casting their shadows on to the sheet.

Advertisements, Play Titles, Famous Pictures, etc., can be presented in this way, but no speaking should be introduced. To represent Song Titles is effective. The posing or the action continues until the audience guess the name of the song, whereupon they start to sing it. If wrong, they are hissed, and have another try; if right, they continue to the end. A pianist, if available, is an asset.

ILLUSTRATED SONGS

This entertainment can be made beautiful or amusing, or both. Someone concealed from the audience sings a song, and while it is in progress the actions with which it deals are depicted by the performers. *Careful preparation and timing* are necessary for success.

ILLUSTRATED POEMS

Poems with plenty of action can be treated in the same way as the songs, a reader being concealed from the audience, and the actions being performed to correspond with those described.

MANNEQUIN PARADE

This causes tremendous hilarity. Men are dressed up as mannequins, and a show in a West End salon is staged. The mannequins are introduced by appropriate patter, either direct to the audience, or to some prospective customers. They should enter separately and walk round in the approved manner, *soft music being played if desired*.

Distinctive types of dress should be worn by the mannequins, for example: evening dress, afternoon dress, tennis outfit, golfing suit, motoring outfit, bride's dress, servant's uniform, and so on.

OLD UNCLE TOM COBLEIGH

This well-known song can be presented effectively by singers representing the different men named in the chorus. Countrified hats and mufflers should be worn, and the faces should be made up to present a variety of old characters. One member should sing the verse, while the others are concealed behind a screen. All sing the chorus, and as the names are mentioned, Will Brewer, Jan Stewer, etc., the heads pop up in turn. The grey mare (cut out of cardboard) can be held aloft on a stick in order to provide an additional effect.

TEN LITTLE NIGGER BOYS

Original words can be written to this old song, and it can be presented by ten performers (either sex) wearing comical hats and having their faces blacked. A screen is so arranged that only the heads appear above it. As one little nigger boy dies, he ducks his head and (this is the "surprising" part) up come his feet. The effect is produced by having stockings and shoes on the hands and showing these while the head is kept down.

BACK-TO-FRONT DRILL

This is an idea by means of which a small group of people can provide great fun for the rest. Those who have volunteered to become the back-to-front team put on their dresses (in the case of the girls) or coats (in the case of the men) with the back to the front. They cover the back of the head with a mask (the Guy Fawkes variety that can be purchased cheaply at any time) and wear a hat in such a manner as to conceal any discrepancies.

The leader, who is dressed in the normal way, then conducts his team into the room and lines them up in front of the audience. They of course walk in with the artificial faces towards the audience and even the manner of walking (backwards to themselves) is extremely funny. Then the leader gives out drill instructions. When he says "Arms forward stretch," they come forward only a little way, of course, whereas on the command "Arms backward," they swing back to a horrifying extent. The bigger the variety of orders that can

be given, the better, as long as the leader remembers that the *heads* must never be turned.

BOGUS THOUGHT-READING

Two people can provide a jolly ten minutes by arranging a so-called "Thought-reading" entertainment. The chief performer must keep up a running fire of good patter; his accomplice has little to do but sit blindfolded and play up to him.

Here are brief suggestions as to the points that might be covered.

A. Gives introductory talk. "Now I am going to touch something. (He touches piano.) What is it?"

B. "A piano."

A. "What part?"

B. "The keys."

A. "Black or white?"

B. "Yes."

A. Asks member of audience to take a card. "Now partner, what colour is this card?"

B. "Cherry coloured." (Always right, because there are black cherries.)

A. Says to someone: "Will you take the top card of the pack?" Asks partner what card it is. Of course B is correct, as obviously he has been told what the top card is.

A. "I'm touching something that goes round a man's neck."

B. "Collar."

A. "What goes round this boy's neck?"

B. "Dirt."

A. "I'm pointing to a man near the door—how many hairs has he on his head?"

B. Mentions some enormous number.

A. "Is that right, sir?"

A. "Now someone mention a number, below ten." He writes it on paper and holds it up in view of audience, then says that his partner will guess what it is.

B. Starts counting, "One, two, three—" slowly. When the correct number is reached, A interpolates: "Is that right?"—and of course the audience have to admit that it is.

A HALLOWE'EN PARTY

A Hallowe'en Party, on or near the 31st October, forms an excellent start-off to the winter's social activities.

Make the decorations as suggestive of autumn as possible, with bowls of brown leaves. Use clusters of berries (real if available) on the table, and let the meal be served by candle-light, with the addition of nightlights in grotesque containers. Cut out of black paper some witches, cats, and horseshoes, to give the eerie and "spooky" effects that are associated with the season.

Here is a novel team game, "Hips versus Haws." Get from the hedges a dozen hips and a dozen haws, and place them respectively in two small black bowls, each on a card table that is covered with an orange-coloured cloth. Make two witches' hats, with black paper or some stiff black material. Also procure two broomsticks.

Let two groups of players stand in readiness at the other end of the room, twelve Hips and twelve Haws. The first Hip runs down the room to his table, takes a berry from the bowl, places it in the witch's hat, puts this on his head (being careful not to drop the berry), and hops back with the broomstick. He presents the hat (still containing the berry) and the broomstick to player No. 2, who repeats the performance. The Haws, of course, do the same.

Members of the winning team can be presented with "pumpkins" of sweets, the pumpkin being a circle of yellow crêpe paper gathered in and tied at the top.

Have an "Apple Bobbing" Competition. Tie a string across the room from side to side, and on this suspend a row of apples. Competitors have to catch the dangling apples in the mouth and eat as much as possible in the space of ten minutes.

A "Shadowgraph" is a suitable event to arrange on this evening. (See page 108.)

A few of the games that can be played in a darkened room should be introduced, such as "Musical Torch" (see page 99) and "Feeling is Remembering" (see page 44.)

BEETLE DRIVE

This is an exciting and happy event, run on the lines of a Whist Drive, although quite different in that it calls for no exercise of brain-power.

Arrange numbered card-tables round the room, with four chairs to each. On each table place an egg-cup and a die. Give each player a postcard, divided into sections, thus :



In the space at the head of the card write details of the method of scoring—

Body	6	
Head	5	
Eyes (2)	4	
Feelers (2)	3	
Legs (6)	2	
Tail	1	Total 38

Players take it in turns to toss the die, and every time it shows the required number, they draw on the postcard a portion of a beetle. It must be made clear at the outset that they can draw nothing until they have tossed a 6 for the body, and it will follow that *eyes* are of no use until they have drawn the *head*, and so on. Apart from these stipulations, the items can be drawn in any order, e.g. legs or tail on the body before the head has been drawn, and feelers before eyes.

Immediately one player in the room has completed the animal, he calls "Beetle," and the whole game stops. Players then total their scores, and the highest moves up to the next table, and the lowest down.

The rule should be made that each player, after throwing, must return the die to the egg-cup before passing it to his left-hand neighbour.

In order to make a variety when the game has reached the last round, players are informed that they have to draw *two* beetles at the same time. Thus they need two 6's for the bodies, two 5's for heads, and so on. They can complete the beetles as they please, according to what they throw. The player who first finishes the two beetles calls "Hullo twins!" and that ends the whole contest. The total scores are then calculated.

With the number of beetles here suggested, the game takes about forty minutes. It can be shortened by players working as partners, that is, *both* putting down what one or the other throws.

CRAZY WHIST DRIVE

The name gives a good hint as to the nature of this event. Arrangements are made as for an ordinary Whist Drive, but something crazy is associated with the playing of each hand. Various suggestions are given below. In some cases the announcement is made before the hand is played, and in others it is as well to wait until afterwards before making the announcement as to how the scoring is to be done.

1. Deal cards face upwards and play in ordinary way.
2. Deal cards. Play them as dealt, without previously looking at them.
3. Player holding King of Hearts counts three extra tricks.
4. Deal. Players look at cards, and each passes them to his left-hand neighbour.
5. Only spades take tricks.
6. Play hand. Losers take the winners' score.
7. Losers add 20 to their score.
8. No partners. Score own tricks.
9. Tricks taken by clubs count double.
10. Winners of the last trick count five points extra.
11. Score opponents' tricks.
12. Tricks won by trumps do not count.
13. Players talking after the deal forfeit five points.
14. Losing lady declares trumps or no trumps.
15. Deal six cards each. Players draw a card from stock after each round. Winners of trick draw first.
16. Over six tricks count half. Under six tricks count double.
17. Losing gentleman calls trumps.

G. for P.

18. All tricks count double.

19. Player holding ace of diamonds forfeits three tricks.

20. Winners add 10 to their score.

A SPELLING BEE

The Spelling Bee, a very old-fashioned form of mental exercise, springs into popularity every now and then. It provides good fun, and a few hints are here given as to how a Spelling Bee may be run.

The more usual method is to get the competitors together, to fire words at them, and to "knock them out" as they default. The other way is to have two small teams (men against women, or one organisation against another) and to let entrants spell a number of words each, scoring points for themselves and for their team. This provides a truer test of ability.

Some simple rules should be formulated to cover the following points:

(a) Name of dictionary to be taken as standard should be stated.

(b) Competitors may, or may not, be allowed to ask for definition of a word.

(c) On one competitor making a slip, the word should be abandoned, and not given to the next competitor, who would thus have an advantage.

(d) Competitors stumbling in the middle of a word should not be allowed to start again.

(e) A word should be repeated if not clearly heard.

(f) In the ordinary "knock-out" test it is a good idea, when competitors have been reduced to two, to call out a word for both of them to write down. This rules out the element of luck at the finish.

Two lists of words are given below. List A consists of the words used in the first England v. America (Oxford and Harvard) broadcast Spelling Bee. List B comprises words specially selected for their difficulty.

List A

Beatitude	denizen	anomaly
upholsterer	corollary	aniseed
hemorrhage (often hæ)	velocipede	isosceles
sparsity	obsequies	pettifoggery

A, continued

scarcity	daguerreotype	gamboge
fugues	longevity	trachea
loneliness	gherkin	sesquipedalian
tartan	mulligatawny	alembic
labyrinthine	anonymity	coracle
indefatigable	concomitant	supervenient
indispensable	pusillanimity	trunchcon
obeisance	parallelogram	flambeau
crustacean	palfrey	occipital
baboon	braggadocio	furze
antediluvian	bivouacked	battalion
antiquated	brochure	embarrassment

List B

aspidistra	molasses	deleterious
narcissus	evanescence	hyacinth
jessamine	vicissitudes	sanatorium
camellia	resuscitate	gauge
calceolaria	necessitate	accumulating
chrysanthemum	assassin	diagnose
delphinium	assessable	etymology
rhododendron	accessory	abscess
mignonette	excrecence	obsess
antirrhinum	ecstasy	diaphanous
cypress	prophecy	centrifugal
convolvulus	apostasy	chloroform
asparagus	discernible	vaccination
caterpillar	dissyllabic	diocesan
trousseau	harassed	conscientious
piccaninny	superintendent	colonnade
flannelette	descendant	deceive
tessellated	rejuvenescence	believe
vacillation	protuberance	antarctic
tobogganing	reminiscences	synonymous
predecessor	supersede	subterranean
chronometer	supercilious	reversible
transmitter	heterogeneous	ostracise
carburettor	disingenuous	statistician
aberration	inefficacious	trammelled
propagandist	acetylene	obeisance
sarcophagus	ascendency	metallic
analogous	rhubarb	itinerant

monogamy	idiosyncrasy	indictment
soliloquy	antidote	erysipelas
physiognomy	achievements	potato
autonomous	multitudinous	auxiliary
moratorium	homogeneous	antiseptic
meerschau	ingenious	amanuensis
connoisseur	dissentient	tranquillity
hippopotamus	gibberish	homœopathy
obstreperous	indeterminable	ventriloquial
oleaginous	terminological	repertoire
sacrilegious	phthisis	ecclesiasticism
sulphureous	phrenology	analytical
supercilious	fructiferous	abhorrent
rhinoceros	infinitesimal	sacrilege
antemeridian	inflammatory	reciprocate
antisabbatarian	pneumatic	plebeian
iridescence	polysyllabic	industrialization
irresistible	panegyric	indestructibility
irreconcilable	papilionaceous	pseudonym
irretrievable	parallelogram	synchronize
irascibility	paraphernalia	hypothesis
comparatively	shrapnel	hypercritical
gazetteer	shipwright	vacuum
chiffonier	tureen	derogatory
asphyxia	yield	confectionery
naphtha	zephyr	commissariat
knapsack	zoology	domiciliary
mnemonics	opossum	acquiescence
asthmatic	accumulate	vying
astrakhan	accommodation	dissoluble
gymkhana	notoriety	promissory
paroxysms	cemetery	veterinary
ipêcacuanha	symmetry	vibratory
psychical	psychology	propagation
xylophone	dilemma	secession
exaggeration	peripatetic	delirium
commemoration	avaricious	tambourine
supererogation	colloquial	unintelligibility
exhilaration	desiccated	incomprehensibility
acceleration	narcissus	disproportion-
reconnaissance	salubrious	ablene

SECTION IV
IDEAS FOR DANCES

SECTION IV

IDEAS FOR DANCES

SNOWBALL DANCE

This is good for mixing, and for getting everyone on to the floor. One couple take the floor, and very soon the music stops. The lady and gentleman then separate, each selecting a fresh partner. The two couples then dance for a short spell, and again separate and take new partners. Thus the numbers double each time, and it is not long before all are dancing.

BROOM DANCE

A lady stands in the middle of the hall, doing a little "sweeping" with a household broom. The music stops, the lights go out, all change partners, and in the general movement the dancer with the broom hands it to someone else and secures her partner.

CINDERELLA DANCE

Each lady takes off a slipper and throws it to middle of the floor. The gentlemen then go to the heap of shoes. Each selects one, and goes round the room until he finds the girl to whom it belongs. She puts it on and they dance together.

FLIRTATION OR "EXCUSE ME" DANCES

The most usual way of working this idea is for three or four ladies to wander about amongst the dancing couples, holding spoons. When a spoon is presented to any lady, she takes it and relinquishes her partner.

Cards can be substituted for spoons. They should bear messages such as, "Thank you!" "Excuse me!" or anything else considered appropriate.

A further variation can be obtained by letting the ladies hold a flower, a fan, a toy, a balloon, or even a lemon.

PROGRESSIVE DANCE

The Progressive Barn Dance is well known, but it is not generally realised that the *Veleta* can be made progressive. Immediately after the waltz portion the gentlemen move forward, each taking the lady in front. To work this successfully it is, of course, necessary for the dancers to keep behind one another and leave the middle of the floor clear.

RUSSIAN BALLET

This can easily be picked up by non-dancers, and another feature (often an advantage) is that it requires twice as many ladies as gentlemen.

Each gentleman takes by the hand two ladies, one on each side. Dancers form up behind one another, completely round the hall, the centre being left clear. The dance is progressive, and at the end of each set of movements, the gentleman comes forward and takes the next two ladies. It goes well to the tune of "The Policeman's Holiday" (two-step).

The movements are: All 4 steps forward, 4 back, 8 forward. Gentleman turns the lady on his right, then the one on his left, bows to the right, bows to the left, and advances to take the next pair by the hand.

PAUL JONES

This is too well-known to need description, but there are variations that can be introduced.

Instead of the inner circle of gentlemen facing the ladies, let them face inwards, and then, when the music changes, turn sharply and each gentleman dance with the lady facing him.

A very jolly variation is for the two lines to march, single file, in opposite directions, with or without hands on shoulders. The music is stopped, and the M.C. gives an order, such as, "Gentlemen hop three paces forward," or "Ladies step four paces backward," and so on. When the order has been carried out, the lady and gentleman who are on a level dance together.

Still another method is for partners to be taken at the outset, and to form up behind one another all round the hall. They walk forward to a march tune, the music is stopped, and again the M.C. gives orders as previously suggested. These orders can be made very amusing.

CHAIN DANCE

This is an excellent mixer. Partners are taken in the ordinary way, and couples line up behind one another all round the hall. Then the gentlemen about-turn and progress as in the "grand chain," taking ladies' right and left hands alternately. When the music changes, the gentleman dances with the lady whose hand he holds at the moment.

JACK AND JILL DANCE

The M.C. announces that one gentleman in the company is "Jack" and one lady is "Jill." No one knows who they are but the two people who have previously been given these names. Dancers change partners each time the music stops, and finally the gentleman dancing with Jill is given a prize and so is the lady dancing with Jack.

ELIMINATION DANCES

The principle of these is to turn some dancers off the floor each time the music stops, until one pair of dancers remains. These two receive the prize. There are many methods.

(1) *Cutting the Cards*.—A chalk line is drawn across the room, or a tape is quickly run across when the music stops. The M.C. announces that all dancers on his left hand represent

the red cards and all on his right the black. He asks a lady to cut the pack, and then calls "Red" or "Black" as the case may be, and half the dancers sit down. If preferred, the hall can be divided into four, to represent Hearts, Diamonds, Spades and Clubs, and one section of dancers leaves each time.

(2) *Tossing a Coin*.—The hall can be halved, representing heads and tails, and a coin tossed for each elimination.

(3) *Alphabet*.—Each couple is given a card bearing a letter of the alphabet. When the music stops, the M.C. makes his announcement: "All the R's and S's sit down," or "A to D sit down," and so on. It should be arranged that there is only one "Z" in the company. This is not called, and therefore the couple holding it will remain to the end and be the winners of the prizes.

The same idea can be worked with *Flowers*, a few cards being marked "violet," a few "snowdrop," and so on. Only one is marked "rose," this is not called, and thus the couple holding it remain to the end. *Animals*, *Birds*, etc., can be used in a similar way.

(4) *Names*.—The M.C., on the stopping of the music, makes some such announcement as: "All whose surnames begin with B withdraw and take their partners with them," or "Couples whose surnames total thirteen letters sit down." Many variations on these lines can be thought out.

(5) *Novelty Orders*.—If the dance is an informal one, the M.C. can give orders such as: "Ladies wearing shoe-buckles sit down," or "Men wearing rings," etc. All sorts of personal and local touches can be introduced.

(6) *Parcel Dance*.—Two presents suitable for men are tied up in blue paper, and two suitable for ladies, in red. Partners are taken in the ordinary manner, and the parcels are handed out. The object of those who have them is to get rid of them as quickly as possible. The parcels are, therefore, passed from one couple to another while the dancing is in progress. When the music stops, the four couples who have the parcels drop out. The parcels are then handed by the M.C. to other people, and the dancing resumes. At the final stage it is the couples who are left *without* the parcels who are rewarded by receiving them as prizes. As this plan clears the floor of only eight people each round, it should not be

worked with more than fifty or so, or it will take too long.

(7) *Statue Dance*.—On the stopping of the music, the dancers have to remain rigid. Anyone who makes the slightest movement has to leave the floor, taking with him his (or her) partner. Obviously the *Veleta* (or other dance with arm movements) provides the best fun.

FINDING PARTNERS

These suggestions will be found useful not only at dances, when it is desired to promote sociability, but at parties, as a preliminary to games in which partners are required.

(1) *Playing Cards*.—A simple method is to have two packs of cards, and to distribute one pack to the ladies and the other to the gentlemen. Each member of the party then has to find the person who holds the corresponding card.

(2) *Postcards*.—Picture postcards can be cut across (not necessarily straight) and the halves distributed.

(3) *Favours*.—The gentlemen, on entering the room, can be given a favour to wear. Ladies go round with baskets containing duplicate favours, which are handed to the ladies present.

(4) *Animals*.—Names of animals can be written on duplicate slips of paper and distributed, the pairing off in this case being assisted by guests making the noises of their animals.

(5) *Books and Authors*.—Names of well-known books are written on slips, and the names of their authors on corresponding slips, the papers to be worn by the guests.

(6) *Proverbs*.—Familiar proverbs are written or typed on slips of paper, which are cut in halves. A list of proverbs will be found on page 56.

(7) *Pairs*.—The pairs of objects or people inevitably associated with one another are written on slips and worn by the guests. Here is a suggestive list :—

Adam	Eve	Man	Woman
Samson	Delilah	Boy	Girl
Darby	Joan	Jack	Jill
Rosalind	Orlando	Punch	Judy
Dante	Beatrice	'Arry	'Arriet
Romeo	Juliet	Shoes	Stockings

He	She	Poached Egg	Toast
Lord	Lady	Mustard	Cress
Monsieur	Madame	Pork	Greens
Signor	Signora	Sage	Onions
Herr	Frau	Liver	Bacon
David	Jonathan	Bread	Butter
Cain	Abel	Black	White
Mayor	Mayoress	Knife	Fork
Duke	Duchess	Whisky	Soda
King	Queen	Cup	Saucer
Prince	Princess	Left Eye	Right Eye
Master	Mistress	Muscateis	Almonds
Bottle	Cork	Cats	Dogs
Candle	Candlestick	Warp	West
Soap	Water	Plus	Minus
Flotsam	Jetsam	Alpha	Omega
P's	Q's	Pins	Needles
Fish	Chips	Ducks	Drakes
Lock	Key	Sixes	Sevens
Thunder	Lightning	Bride	Bridegroom
Light	Shade	Bubble	Squeak

SECTION I

WORDY GAMES

Under this general title you will find games suited to all tastes and to varying stages of mental alertness.

If there are too many items for the time you can allot, reduce the number. In some cases you may think the clues too difficult for your players; if so, make them a little easier.

If you want guests to "get a move on," announce a time limit.

Here are some of the ways in which these games can be used:

(1) As "mixers." Write the items on separate slips and ask players to wear them.

(2) As "wall games." Have a number of sheets; write a few clues on each, and let competitors move about the room recording their guesses.

(3) As "quiz games." Call out the items and give a point to the first *individual* to answer correctly.

(4) As "team games." Arrange players in two sides or several groups, and let the first correct answer from a group score a point for the group. For team guesses as against individual guesses, the questions should, of course, be relatively harder.

CHARACTERS FROM NOVELS

Each clue represents an important character in a famous novel.

1. He smoked dark shag and—much worse sin—
He sometimes played the violin.
2. Flat calms remain now she is fled.
Her name is Irish—coloured red.
3. He caused surprise, this little lad,
By wanting more than he had had.

4. Her marriage schemes went off the track;
Her name quite often follows "ack."
5. A draper's boy, like his creator,
He made a pile in the the-ayter.
6. A concert party roped him in
As carpenter, his bread to win.
7. Always, though short of bite and sup,
He hoped for something to turn up.
8. A long and shiny name he bore:
He had a parrot, too, that swore.
9. A priest there was whose two main rôles
Were solving crimes and saving souls.
10. This henpecked blacksmith's guardianship
Saved Philip often from the pip.
11. A parson this, of toughest hide,
Who wanted Lizzie for his bride.
12. The "Five Towns" gave this 'caution' birth;
He had the nerve of all the earth.
13. The hills of Appin knew his fame:
He boasted oft a royal name.
14. Some teen-age girls would bet a dime
She really is the "March" of time.
15. Isaac her father's name, and she
The sport of ancient chivalry.
16. His spirits soared in time of trouble;
'Twas only joys that pricked his bubble.
17. A Bishop's wife, of manners grim,
Who resolutely henpecked him.
18. Ah, here it is, the Potwell Inn!
The chap we want is found within.
19. A gypsy hag in Scottish bonnet
Whom Keats once honoured with a sonnet.
20. This old, tired man recalls a dish
That's coupled commonly with fish.

Solutions: 1. Sherlock Holmes; 2. Scarlet O'Hara; 3. Oliver Twist; 4. Emma; 5. Kipps; 6. Jess Oakroyd; 7. Micawber; 8. Long John Silver; 9. Father Brown; 10. Joe Gargery; 11. Mr. Collins; 12. Denry Machin (The Card); 13. Allan Breck Stewart; 14. Jo March (Little Women); 15. Rebecca of York (Ivanhoe);

16. Mark Tapley; 17. Mrs. Proudie; 18. Mr. Polly; 19. Meg Merrilees; 20. Mr. Chips.

ADDITIONS -

This is a word-forming game. Each item gives you the first syllable of the word and you are told what to do to find the complete word.

1. HAT—add a *colour* and form a bad feeling.
2. CAR—add an *endearing term* and make a floor covering.
3. FOUR—add an *indefinite quantity* and form a group.
4. CUP—add *wood* and form a kitchen article.
5. NOT—add something *wintry* and form an announcement.
6. LAP—add a *part* of it and form the whole.
7. MAR—add *drink* and form an edge.
8. HER—add a *circle* and make something eatable.
9. BAN—add *something worn* and form a two-legged object.
10. FAN—add *food* and make noise.
11. CUT—add a *tennis term* and make something tasty.
12. TAN—add a *smart fellow* and make something "touching."
13. WARD—add *something feminine* and make an article of furniture.
14. DOT—add a *period* and make senility.
15. PAL—add *something singular* and form a grand abode.

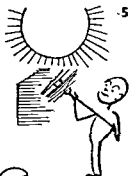
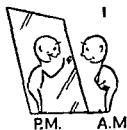
Solutions: 1. Hatred; 2. carpet; 3. foursome; 4. cupboard; 5. notice; 6. lapwing; 7. margin; 8. herring; 9. bantam; 10. fanfare; 11. cutlet; 12. tangent; 13. wardrobe; 14. dotage; 15. palace.

PICTURED SAYINGS

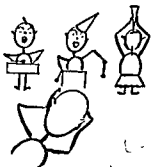
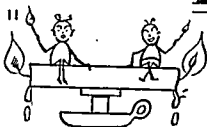
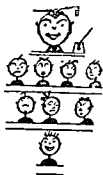
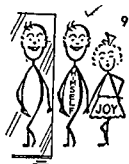
The little pictures on the following two pages illustrate sayings and proverbs, all very familiar.

It is suggested that you trace them, or make enlarged copies of them to hang round the wall. Give your competitors papers on which to record their guesses.

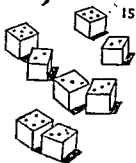
If you wish to make the task easier, indicate the number of words in the phrase, and/or the initial of the first word.



Wordy Games



14



Solutions: 1. The morning after the night before. 2. Two heads are better than one. 3. Look before you leap. 4. The longest way round is the shortest way home. 5. Make hay while the sun shines. 6. He has his head in the clouds. 7. Inside information. 8. Don't count your chickens before they're hatched. 9. Beside himself with joy. 10. One over the eight. 11. Burning the candle at both ends. 12. One man's meat is another man's poison. 13. Little children should be seen and not heard. 14. Many hands make light work. 15. All at sixes and sevens. 16. First come, first served.

BOGUS BOOKS AND AUTHORS

Here is a list of imaginary books and their authors' names. The idea is to pair them off. There are several ways in which the game can be arranged. (1) Give each member of the party a piece of paper and dictate the names of the books. Have the authors' names written on slips and placed round the room. Players then move about, finding the authors and writing them against the titles. (2) Write titles and authors on separate slips and mix them, placing them round the room. Players write down the pairs. (3) Titles and authors mixed in (say) tens can be written boldly on sheets of paper and hung round the room. Players select pairs and write them down.

1. Happily Married	A. Dora Mann
2. No Vintage Year	M. T. Sellars
3. The Open Cage	Freda Bird
4. Wonderful Eyes	C. Allways
5. The Drowning Damsel	Ada Boyes
6. Stammering Samuel	Watts E. Saye
7. Roaming	Wanda Luste
8. Brilliant Future	Rosie Hughes
9. The Ungallant Knight	E. Rhoda Way
10. Escaped Convict	Wendy D. LEEVE
11. Successful Gardening	George Borrowdale Awnmour
12. A Wife in Hiding	Betty Caesar
13. Whither?	N. E. Ware
14. Running Water	Turney Toff
15. Unhappy Spinster	Mona Lott
16. The End of the World	R. U. Ready
17. Maiden in Danger	O. Warner

Wordy Games

18. The Gambler	Rex A. Holme
19. Swollen Rivers	Lettice Wade
20. Parted	Meta Gaine
21. At the Well	Phil A. Ewer
22. Henpecked	Olive Mealone
23. Climbing in Lakeland	I. Gaspa Bitte
24. Planned Murder	Will E. Douitt
25. When Old Love Wearies	Greta Youngman
26. English Summer	Howitt Raynes
27. A Dashing Boy	E. Albutt Fell
28. Mysterious Child	A. Little D'Arcy
29. Doubtters Confounded	Hyam Shaw
30. The Hungry Years	Norah Cruste

THE READER'S RIOT

The answer to each clue is the name of a magazine or newspaper. You will not generally need to use as many as this in one competition, so select those you like best.

- | | |
|-----------------------------------|----------------------------------|
| 1. "A Ministering Angel." | 15. Scorned by "man about town." |
| 2. Hard, for some people. | 16. Not for the hard-up. |
| 3. Clever men knew them all. | 17. A talker needs one. |
| 4. Leaves and shy people do this. | 18. Two famous women. |
| 5. Would ruin the doctors. | 19. No country lad. |
| 6. Aim of the conscientious wife. | 20. Given to our pets. |
| 7. Ladies barred. | 21. Effective silencer. |
| 8. He watches the game. | 22. Dress suits essential. |
| 9. They don't wait. | 23. "Sweet and kind." |
| 10. Reveals character. | 24. Conveys urgent news. |
| 11. British to the backbone. | 25. Land of the undersized. |
| 12. Enthroned. | 26. In every handbag. |
| 13. Hinders housework. | 27. A village gossip. |
| 14. Force that can undo laws. | 28. Object of search. |
| | 29. Greater than Parliament. |
| | 30. A heavenly body. |

Solutions: 1. Woman; 2. Times; 3. Answers; 4. Quiver; 5. Health for All; 6. Good Housekeeping; 7. Men Only; 8. Spectator; 9. Time and Tide; 10. Psychology; 11. John Bull; 12. The Queen; 13. Home Chat; 14. Public Opinion; 15. Country

Life; 16. Financial Times; 17. Listener; 18. Britannia and Eve; 19. John o'London; 20. Tit Bits; 21. Punch; 22. Evening Standard; 23. Lady; 24. Telegraph; 25. Lilliput; 26. Mirror; 27. Tatler; 28. Truth; 29. The People; 30. Sphere.

DOUBLE MEANINGS

One word in sound but two in meaning—that's what is needed here, in answer to the clues given. An example is *choir* (singers) and *quire* (paper).

1. Plant. Duration.
2. Room. Merchant.
3. Used in a boat. Part of the head.
4. In the wood. By the sea.
5. Thrown away. A woman's concern.
6. Something that hits you. Something that covers you.
7. Pleasant to smell. Small unit of currency.
8. A hollow. A face covering.
9. Break the first and get the second.
10. Nice fried. Abstract part of us.
11. We eat it. The actor plays it.
12. Your M.P. heads it. A measure.
13. Someone young. Something useful.
14. A quality. A carrier.
15. A lovely sound. Usually useless.
16. Very great. Very tiny.
17. Helps you up. Annoys you.
18. Good to look at. Good to hear.
19. Moyes a boat. Moves goods.
20. Anywhere. Fishy.
21. Too much 1st might put you on 2nd.
22. One is nice. Two are nicer.
23. Mineral. Propelling object.
24. 1st might bring you a dream of the 2nd.

Solutions: 1. Thyme, time. 2. Cellar, seller. 3. Scull, skull. 4. Beech, beach. 5. Waste, waist. 6. Rap, wrap. 7. Scent, cent. 8. Vale, veil. 9. Pane, pain. 10. Sole, soul. 11. Roll, role. 12. Poll, pole. 13. Boy, buoy. 14. Trait, tray. 15. Peel, peal. 16. Might, mite. 17. Stair, stare. 18. Belle, bell. 19. Sail, sale. 20. Place, plaice. 21. Beer, bier. 22. Pear, pair. 23. Ore, oar. 24. Night, knight.

ALL ABOUT MISS ANNA GRAMME

The required word is an anagram of the one indicated by italics.

1. She scorned *tears*, and when upset would merely—
2. Though when really *angered* she could become—
3. She lived at *Ealing*, and neighbours found her—
4. She owned a cottage in *Elgin* that had an—
5. It contained oak *seats* that she considered an—
6. Anna loved to *wander*, and once took an air trip to—
7. She was a great *reader*, until books became—
8. At school her *teacher* unjustly called her a—
9. She *ought* to have felt crushed but she was—
10. When the *organ* played, she would—
11. And, *tearing* her hair, would go out and sit on a piece of—
12. When trying to *cater*, Ann grumbled if the family did not—
13. She would leave the *table* if she heard a small animal—
14. She wore a frock of *stripe* pattern, and liked fruit when—
15. She embroidered with *fine thread*, of which there was a—
16. Her love of *lucre* often made her—
17. Her bearing was not at all *regal* when she drank—
18. And she looked like a *servant* girl when visiting—
19. Ann's *nearest* friends said she was never—
20. She would *resist* advice, even that of her—

Solutions: 1. Stare; 2. enraged; 3. genial; 4. ingle; 5. asset; 6. Darwen; 7. dearer; 8. cheater; 9. tough; 10. groan; 11. granite; 12. react; 13. bleat; 14. ripest; 15. dearth; 16. cruel; 17. lager; 18. taverns; 19. earnest; 20. sister.

AN ALPHABET OF FAMOUS MEN

A lives in legend, a knight good and bold.
 B a knight-playwright who pleased young and old.
 C on the films kept us laughing and gay
 D by his books drove abuses away.
 E has invented so much that we needed.
 F was a plotter who nearly succeeded.
 G on the Drury Lane stage made his name.
 H was a poet (B.C.) of great fame.

I is religious, a scholar, revered.
 J rose to fame, when his great "life" appeared.
 K a great soldier, died not on the field.
 L a States statesman—what power did he wield!
 M famed in physics, Italian by birth.
 N has explored remote parts of the earth.
 O a great painter—his portraits earned praise.
 P is renowned for his Devonshire plays.
 Q had misguided, romantic ideals.
 R a great leader whose loss the world feels.
 S a famed writer from North of the Tweed.
 T lived in Russia, a mystic indeed.
 U was a Trojan, a hero in war.
 V's lovely music was certain to score.
 W to deep novels much science did bring.
 X long ago fought in Persia as king.
 Y was a poet, from land green and fair.
 Z built a giant to conquer the air.

Solutions: Arthur, Barrie, Chaplin, Dickens, Edison, (Guy) Fawkes, Garrick, Homer, Inge, (Dr.) Johnson, Kitchener, Lincoln, Marconi, Nansen, Orpen, Philpotts, Quixote, Roosevelt, Scott, Tolstoy, Ulysses, Verdi, Wells, Xerxes, Yeats, Zeppelin.

HUNTING FOR OBJECTS

This is a word-making game. Competitors are asked to hunt for the things in

THE MYSTERIOUS CASTLE

They must write these three words on their papers, and, using only those letters, make the names of as many objects as possible. This means that they must all be nouns. Give an extra two marks for double efforts like *musty rice*, *three rats*, etc.

WHAT'S IN A NAME?

When Mr. and Mrs. Jones, in order to be distinctive, christened their daughter

ERMYNTRUDE CONSTANCE PHYLLIS

they did not realise what a lot of characteristics were bound up

in her name. Find as many as possible and write them down. They must be adjectives and nouns.

PICK THE FLOWERS

Invite the players to pick as many flowers as they can out of HARRY SMITH'S LOVELY HERBACEOUS BORDER

In other words, they write down as many flower names as they can find in the letters of those five words. Don't limit them to garden flowers!

CHRISTIAN NAMES

Some famous people are known by their full Christian names, others by initials, and others again merely by surnames. This competition will enable players to demonstrate their knowledge of Famous Christian Names. A point should be given for *each* of the Christian names supplied correctly.

- | | |
|-------------------|----------------------|
| 1. Churchill | 16. Spurgeon |
| 2. Priestley | 17. Andersen (Dane) |
| 3. Gladstone | 18. Gounod |
| 4. Longfellow | 19. Turner (painter) |
| 5. Lady Astor | 20. Einstein |
| 6. Dr. Johnson | 21. Edison |
| 7. Boswell | 22. Epstein |
| 8. Roosevelt | 23. Huxley |
| 9. Handel | 24. Huxley |
| 10. H. G. Wells | 25. Huxley |
| 11. Mendelssohn | 26. Chesterton |
| 12. A. P. Herbert | 27. Mussolini |
| 13. Disraeli | 28. W. S. Gilbert |
| 14. Lady Oxford | 29. The King |
| 15. Smuts | 30. The Queen |

Solutions: 1. Winston Leonard Spencer; 2. John Boynton; 3. William Ewart; 4. Henry Wadsworth; 5. Nancy Witcher; 6. Samuel; 7. James; 8. Franklin Delano; 9. George Frideric; 10. Herbert George; 11. Felix Mendelssohn Bartholdy; 12. Alan Patrick; 13. Benjamin; 14. Margot; 15. Jan Christian; 16. Charles Haddon; 17. Hans Christian; 18. Charles François; 19. Joseph Mallord William; 20. Albert; 21. Thomas Alva; 22. Jacob; 23. Aldous; 24. Julian; 25. Michael; 26. Gilbert Keith;

27. Benito; 28. William Schwenk; 29. Albert Frederick Arthur George; 30. Elizabeth Angela Marguerite.

DO YOU REVERSE?

Competitors are asked to supply pairs of words that have the same letters, and will make a word when read backwards as well as forwards. *Example: (1) A prohibition. Ban. (2) To capture. Nab.*

1. (1) Movement of the head. (2) Slang for man of style.
2. (1) Hammer. (2) Booty.
3. (1) Scottish dance. (2) Offensive stare.
4. (1) An unpleasant eruption. (2) A god.
5. (1) Dress. (2) To boast.
6. (1) A twist. (2) Water.
7. (1) To dwell. (2) Wicked.
8. (1) Hoar frost. (2) Eastern potentate.
9. (1) Useful in kitchen. (2) Short sleep.
10. (1) English flowering tree. (2) Tropical plant.
11. (1) To rain heavily. (2) To encounter.
12. (1) Animal. (2) Grass.
13. (1) Outdoor game. (2) To punish.
14. (1) Not all. (2) Vehicle.
15. (1) Maiden (slang). (2) Convict.

Solution: 1. Nod, don. 2. Tool, loot. 3. Reel, leer. 4. Sore, Eros. 5. Garb, brag. 6. Loop, pool. 7. Live, evil. 8. Rime, emir. 9. Pan, nap. 10. May, yam. 11. Teem, meet. 12. Deer, reed. 13. Golf, flog. 14. Part, trap. 15. Gal, lag.

FIND THE FLOWERS

The answer to each clue is the name of a flower. Some are wild, some cultivated.

1. In olden times she waited for a dance,
Too shy to tempt her partner with a glance.
2. First, a swiftly moving thing.
Second—might suggest a ring.
3. This young creature in the field one sees.
Like many others, he has four of these.
4. A means of transport, dangerous, alas,
And human beings thought of in the mass.

5. Dainty, white, and like a bell.
Not much harm done if it fell.
6. To mispronounce this word you might be rash,
And then you'd ask a question about cash.
7. A man's name for the first—well known to you.
To write now with the second wouldn't do.
8. Firstly, a person who is very smart,
And then a symbol of courageous heart.
9. Not often does this beast inspire our terror.
The second part denotes a simple error.
10. Advice like this sounds most alluring, yet
To wed for money often means regret.
11. This flower's name means darkness, and a shield,
But do beware the poison it will yield.
12. In order thus folks often watch a game,
All love this fragrant flower of simple name.
13. This strongly scented flower is bound to please.
The man is rich who owns a lot of these.
14. An animal who swiftly steals away.
The second part most of us wear each day.
15. A simple name. If "in it" you are well.
It almost always has a lovely smell.
16. The first part capers, jumps and runs along.
The second is a herb with perfume strong.
17. Without its aid we could not see
This bloom of stately majesty.
18. A novel's character of fame
Takes on this wee red flower's name.
19. A word that means derision this might be,
And then the plant's protective armoury.
20. A dainty garden blossom we have here.
That love's completely happy is not clear.

Solutions: 1. Wallflower; 2. harebell; 3. coltsfoot; 4. carnation; 5. snowdrop; 6. anemone; 7. jonquil; 8. dandelion; 9. cowslip; 10. marigold; 11. nightshade; 12. rose; 13. stocks; 14. foxglove; 15. pink; 16. catmint; 17. iris; 18. pimpernel; 19. hawthorn; 20. love-in-a-mist.

BOYS' AND GIRLS' NAMES

This narrative has concealed in it the names of boys and girls, 24 in all. Don't announce the number of names it con-

tains, but simply ask players to write down as many as they can find

Mr. Rodd crossed the bridge to get to the farm, which was between a pretty dell and a dam by the stream. The man drew his horse in and made a line for the house. There was a car left by the door, and it turned out that a rich American was inside, buying some real antiques that were on sale.

His friend came out and said, "I won't be a trice—just hover around." Mr. Rodd readily agreed, for he would have hated to mar that interview. He knew his friend, Eric, hardly wanted interruption, for he expected to do rather well out of the sale. Rodd loved antiques, but his wife didn't, though he tried to interest her.

So he said, "If you won't go to the sale, I will. I am sure there'll be curious things to be had." A frown made lines on his wife's face deepen, but Rodd, avid for treasure, thought, "I daren't let her put me off." He knew he'd win in the end.

Presently she said, "I won't mar your pleasure, but don't buy cases of tired-looking birds nor mangy stuffed animals, or you will annoy me." So with a real aura of virtue surrounding him, Rodd set off.

The hidden names: *Bridget, Ena, Ella, Adam, Andrew, Carl, Eric, Alan, Beatrice, Vera, Martha, Richard, Dora, Esther, William, Ada, Madeline, David, Ida, Edwin, Mary, Norman, Ann, Laura.*

FOR LONDONERS

Each clue indicates the name of a London district or street.

1. What hens do. Weight.
2. Golfing term. Part of body.
3. Stately tree.
4. May be moss-covered.
5. Four-footed companion. Bridge.
6. Tying string. Eminence.
7. Dainty decoration.
8. How we show appreciation of good entertainers.
9. Scene of activity. Something to climb.
10. Clean children play on the first part; dirty ones in second.

11. Many trees. Barrier.
12. The second with its unusual adornment points out the first.
13. Tusks. A letter of the alphabet.
14. A street where wars might be waged.
15. Felled too soon.
16. Insert a letter and nuns might walk there.
17. Some shade for one tending sheep.
18. Birds sometimes illtreat others.
19. Animal noise. Not the front.
20. Stone. A canopy.
21. Rough storage places.
22. Spirit (not in a bottle).
23. . . . but commoners walk there.
24. Provides food for us. An intellectual.

Solutions: 1. Leyton; 2. Putney; 3. Poplar; 4. Bank; 5. Catford; 6. Notting Hill; 7. Bow; 8. Clapham; 9. Mill Hill; 10. Shoreditch; 11. Forest Gate; 12. Nunhead; 13. Hornsey; 14. Cannon Street; 15. Wood Green; 16. Covent Garden; 17. Shepherds Bush; 18. Peckham; 19. Barkingside; 20. Marble Arch; 21. Barnes; 22. Angel; 23. Kingsway; 24. Hendon.

WHAT A GAME!

The answer to each clue is the name of an indoor game.

1. Starts quickly forward.
2. A fireside need.
3. Slang for "peculiar."
4. The housewife's pick-me-up.
5. To be a good listener you must have . . .
6. Results.
7. Holds your shopping. An article. A verb.
8. Harmony in the home.
9. A call for silence.
10. Doctor's friends.
11. Not in overcrowded houses.
12. Babyhood.
13. A sign of derision.
14. This saves making a detour.
15. Alter the last letter and it becomes part of the body.

Solutions: 1. Darts; 2. poker; 3. rummy; 4. nap; 5. patience; 6. consequences; 7. bagatelle; 8. musical chairs; 9. whist; 10. draughts; 11. happy families; 12. cribbage; 13. snap; 14. bridge; 15. chess.

MISSING WORDS

Below are well-known lines and couplets from the poets. Some of these are often quoted inaccurately. Can you supply the missing word or words?

1. "... on, Macduff."
2. "To-morrow to fresh . . . and pastures new."
3. "To . . . the lily and . . . refined gold."
4. "Bare ruined . . . where late the sweet birds sang."
5. "A little . . . is a dangerous thing."
6. "O to be in England now that April's . . ."
7. "I hear lake water . . . with low sounds by the shore."
8. "Water, water, everywhere . . . to drink."
9. "Be good, sweet maid, and let who . . . be clever."
10. "All, all are gone, the old . . . faces."
11. "I could not love thee, Dear, so much,
Loved I not . . . more."
12. "The blessed Damozel leaned out
From the . . . bar of Heaven."
13. "Now is the winter of our . . ."
14. "When the . . . is shattered,
The Light in the dust lies dead."
15. "Not a drum was heard, not a funeral note,
As his corpse to the . . . we hurried."
16. "Season of mists and mellow . . ."
17. "Open my heart and you will see
Graved inside of it, . . ."
18. "The Isles of Greece, the Isles of Greece,
Where burning . . . loved and sung."
19. "Music has charms to soothe . . . savage breast."
20. "... that cheer, but not inebriate."
21. "Art thou poor, yet hast thou . . . slumbers?"
22. "A man so . . . he seemed to be
Not one, but all mankind's epitome."
23. "The lowing herd . . . slowly o'er the lea."
24. "No fruits, no flowers, no leaves, no birds—
..."

Solutions: 1. Lay; 2. woods; 3. paint, gild; 4. choirs; 5. learning; 6. there; 7. lapping; 8. nor any drop; 9. can; 10. familiar; 11. honour; 12. gold; 13. discontent; 14. lamp; 15. ramparts; 16. fruitfulness; 17. Italy; 18. Sappho; 19. a; 20. cups; 21. golden; 22. various; 23. wind; 24. November.

LOST BIRDS AND ANIMALS

Hidden in the words given below are the names of birds and animals.

The letters of the required name are in the normal order, but they are interspersed with other letters to form the word shown.

Competitors are required to extract the names of the birds and animals in a given time. *Example:* "spring" contains "pig."

- | | |
|-----------------|---------------------|
| 1. Drover | 15. liberation |
| 2. chameleon | 16. groundsel |
| 3. draught | 17. instrumental |
| 4. trowel | 18. inflammable |
| 5. crockeryware | 19. enticement |
| 6. nomenclature | 20. pharmaceutical |
| 7. gruelling | 21. handwork |
| 8. photographer | 22. exterminate |
| 9. California | 23. birdsong |
| 10. transgress | 24. wherein |
| 11. warden | 25. phosphorescence |
| 12. acknowledge | 26. breadwinner |
| 13. violence | 27. marketing |
| 14. remarkable | 28. entangle |

Solutions: 1. Dove; 2. camel; 3. rat; 4. owl; 5. cock; 6. cat; 7. gull; 8. ape; 9. calf; 10. ass; 11. wren; 12. cow; 13. vole; 14. mare; 15. lion; 16. grouse; 17. seal; 18. lamb; 19. tit; 20. hare; 21. hawk; 22. tern; 23. dog; 24. hen; 25. horse; 26. bear; 27. martin; 28. eagle.

WRITERS' SURNAMES

The following clues relate to authors and poets, living and dead. Competitors are required to find their Surnames, the

Christian name or initials being included in each case as a guide.

1. *J. B.*, though very far from reverend, is decidedly——
2. *Annie S.* cannot have been an ugly duckling, for she was
a——
3. *A. E. W.* plied too delicate an instrument to be likened to
a——
4. *Howard* has shown a talent that is long past its——
5. The temperament of *Charles* was sometimes likened to that
of a——
6. *Ruby M.* to her admirers was full of graces but hardly——
7. The writing of *L. A. G.* is brilliant and his plots——
8. *P. G.'s* characters are more often placed in a mansion than
a——
9. *Robert*, extolling the beauty of trees and rivers, doubtless
made mention of——
10. *Vera*, though often in the States, is a true——
11. *W.* gave us rich value in verse that answers the question:
how much are——?
12. *E. M.* might be said to transport her readers to some
enchanted——
13. *Charles* could write, and could, of course——
14. *T.* portrayed very interesting characters, some weak some
——
15. "How the —— does she do it?" you might say of *Monica*.
16. The little that *R——* gave us was so good that, had he
lived, he might have poured out melody like a——
17. *H. G.* seemed to draw his inspiration from inexhaustible
——
18. *Edith*, stately and graceful, could naturally——
19. *Alfred* used words that might be called music but not——
20. *Maud* used to thrill her readers, and to find her meaning
it was not necessary to be a——
21. *A. G.* is more at home in country lane than——
22. *Ian*, at the height of his popularity, undoubtedly made——
23. *U——* as time goes on, may lose her——
24. *Bernard*, in the ranks of travel writers, cannot be called a
——
25. One of *Mary's* beautifully told tales might be likened to a
—— of romance.

26. *John*, after writing of the pleasures of the table, would hardly suggest than one should—

Solutions: 1. Priestley; 2. Swan; 3. Mason; 4. Spring; 5. Lamb; 6. Ayres; 7. Strong; 8. Wodehouse; 9. Bridges; 10. Brittain; 11. Wordsworth; 12. Dell; 13. Reade; 14. Hardy; 15. Dickens; 16. Brooke; 17. Wells; 18. Sitwell; 19. Noyes; 20. Diver; 21. Street; 22. Hay; 23. Bloom; 24. Newman; 25. Webb; 26. Drinkwater.

BOOK TITLES IN "UMBLES"

Prepare a list of well-known books and their authors, numbering them. Then turn them into "umbles" by using initials only. An example will make this clear. "Pickwick Papers" by Charles Dickens becomes "Pumble Pumble by Chumble Dumble." Hang your lists round the room or use separate cards and distribute them. Give the competitors paper and pencil to record their guesses.

THE GIRLS' OWN CORNER

Each player is given two slips of paper, one white and one tinted. On the white one a question has to be written such as might be found in that section of a woman's magazine in which someone (whom we will call Aunt Isabel) gives advice to girls about heart affairs and other matters.

The slips are put into a hat and mixed. Each player takes one, and on the tinted slip writes an answer to the question. All the papers are then shuffled in the hat, and the leader, who is to act as Aunt Isabel, extracts two at a time and reads out Question and Answer.

SLOGANS

Ask for the name of a famous living person to be suggested. Everyone writes this down. Then ask the players to write a slogan or motto of not more than eight words, having some relation to the famous person's activities. The initials of the words must be selected from the letters of the name. Allow about five minutes. All read them out, and vote as to the most appropriate.

A STRANGE BOY, LEN

Len (short for Leonard) has rather mixed characteristics. See if you can find them. The answer to each clue contains the syllable "len."

1. He was tall and not fat.
2. His headgear was rather unusual.
3. His favourite soup consisted mainly of . . .
4. He liked a beef steak because of its . . .
5. His progress at school was hampered because he was . . .
6. During a lecture he would even be . . .
7. With the result that when questioned he was . . .
8. His headmaster sighed because slackness was . . .
9. Many of the boys, when reproved, were . . .
10. When punishing Len his methods were . . .
11. And Len would sometimes look at him with teeth . . .
12. On a hot day Len would haunt a quiet . . .
13. And lose himself in a book. This he thought was . . .
14. If disturbed, he would shout and become almost . . .
15. He often risked fishing when the river was . . .
16. His maths were bad but his essays . . .
17. Although occasionally they were too . . .
18. He borrowed many books, but unfortunately was not good at . . .
19. He revelled in the library of an uncle who was over-rich, in fact . . .
20. And who was often so surly that the neighbours thought him . . .
21. In a school play Len took the part of a moneylender who was . . .
22. When playing Falstaff he needed padding to make him . . .
23. He found the clothes rather warm because they were mostly . . .
24. When dressed as Koko in the "Mikado" he was . . .

Solutions: 1. Slender; 2. glengarry; 3. lentils; 4. succulence; 5. indolent; 6. somnolent; 7. silent; 8. prevalent; 9. insolent; 10. relentless; 11. clenched; 12. glen; 13. splendid; 14. violent; 15. swollen; 16. excellent; 17. lengthy; 18. lending; 19. opulent; 20. repellent; 21. fraudulent; 22. corpulent; 23. woollen; 24. resplendent.

A MUSICAL INSTRUMENT STORY

Fill in the blanks with the names of musical instruments.

Joe met Ena on a . . . liner. She looked marvellous in an . . . pleated skirt, with a bunch of . . . at her waist. Hearing her . . . -like voice he rushed to meet her, falling over a . . . of oil on the deck. He said, "Would you like to come to the . . . ?" but she said, "No, I would rather hear the" Before they went, Joe said if he did not have a . . . he would get a chill in his They decided, however, to play cards but Ena said to Joe, "When you should play a high card why do you always . . . one, and when I play an ace do you always . . . ?" He said, "You're a" to which Ena replied, ". . . -sticks, let's pack in and have an ice-cream" He kissed her . . . tly as a . . . of his affection. She, however, hit him on a prominent . . . and he went away, had a , lit a . . . and watched the sailors . . . whilst he idled away his time leaning over the rails.

Solutions

piano (P. and O.)
 accordion
 violas
 flute
 drum
 concert Ena
 banjo (band, Joe)
 bassoon
 bones
 piccolo
 trumpet, lyre
 fiddle
 cornet
 violin, cymbal
 organ
 double bass, pipe
 castanet

TOWNS AND PLACES

The answer to each clue is a geographical name.

1. A town that might stop a bottle.
2. A hard county.
3. A town that goes first (Yorkshire).
4. When hubby spoils the toast (Lancashire town).
5. A well-known mountain that suggests laziness.
6. A town that might indicate a Chinaman.
7. Mr. Pegg's sister (town overseas).
8. An island for air pilots.
9. A badly fed country.
10. A town where the church bells cannot ring.
11. A country for the Christmas dinner.

12. A big area—"not my rope."
13. A country that helps the wheels round.
14. Where they ought to know their "twice times."
15. Result of spilling the ink.
16. Scottish town with an atmosphere.
17. No ship can do without it (town).
18. The plumber's joy.
19. What happens to a girl's eyes when He proposes.
20. Wearing her best hat she fell on her head (town).

Solutions: 1. Cork; 2. Flint; 3. Leeds; 4. Blackburn; 5. Everest; 6. Eastbourne; 7. Winnipeg; 8. Skye; 9. Hungary; 10. Belfast; 11. Turkey; 12. Europe; 13. Greece; 14. Dublin; 15. Blackpool; 16. Ayr; 17. Crewe; 18. Leek; 19. Brighton; 20. Prestatyn.

TWO, THREE, FOUR

This is a fairly easy word-building game. The answer to the first clue is a two-letter word. The answer to the second requires the addition of one letter at the end; to the third the addition of one more letter.

The clues should be called out three at a time, for competitors to answer verbally.

- | | |
|---------------------------|-------------------------------|
| (a) 1. Emphatic negative. | (b) 1. Not you. |
| 2. Negative again. | 2. Abbreviated railway. |
| 3. Something written. | 3. Measure. |
| (c) 1. Get hence. | (d) 1. Exclamation. |
| 2. Acquire. | 2. Collection. |
| 3. In Sweden. | 3. Disinclined. |
| (e) 1. Exist. | (f) 1. Conjunction. |
| 2. Boy's name | 2. Earth. |
| (abbreviated). | 3. Chemical compound. |
| 3. Tendency. | |
| (g) 1. Royal pronoun. | (h) 1. Preposition indicating |
| 2. A growth. | direction. |
| 3. Moved. | 2. Weight. |
| | 3. Concerning voice. |
| (i) 1. Conjunction. | (j) 1. A command. |
| 2. After a fire. | 2. To dress. |
| 3. Pale. | 3. Finished. |

Wordy Games

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Solutions: (a) no, not, note. (b) me, met, mete. (c) go, got, Gota. (d) lo, lot, loth. (e) be, Ben, bent. (f) so, sod, soda. (g) we, wen, went. (h) to, ton, tone. (i) as, ash, ashy. (j) do, don, done.

FAMOUS THREES

The answer to each clue contains the word "three".

- | | |
|---------------------------------|---|
| 1. A nursery rhyme. | 8. Used in many games |
| 2. A street sign. | (indoor). |
| 3. Novel by Dumas. | 9. Skilled in defence. |
| 4. Nursery story. | 10. Humorous novel. |
| 5. Sounds of rejoicing. | 11. Group of statuary. |
| 6. A Gilbert and Sullivan song. | 12. Immortalized in a Shakespearean play. |
| 7. Featured in a Bible story. | |

Solutions: 1. Three Blind Mice. 2. Three Brass Balls. 3. The Three Musketeers. 4. The Three Bears. 5. Three cheers. 6. Three Little Maids from School. 7. The Three Wise Men. 8. Three of Clubs. 9. The Three Services. 10. Three Men in a Boat. 11. The Three Graces. 12. The Three Witches in Macbeth.

DOES THIS RING A BELL?

The answer to each clue contains the sound of "bell."

1. Part of a church.
2. Girl's name.
3. To resist authority.
4. An old hag.
5. Description of the Earl in melodrama.
6. Biblical name.
7. A beautifier.
8. Clustering.
9. Used in exercising.
10. Dainty flower.
11. —by Shakespeare.
12. Part of the brain.
13. The town crier does this.
14. To "put the frills on."
15. Schoolboys are often—

16. Puts you in a category.
17. The oncoming clan.
18. Noise without sense.

Solutions: 1. Belfry; 2. Mabel; 3. rebel; 4. beldam; 5. belted; 6. Abel; 7. belladonna; 8. umbelliferous; 9. dumbbell; 10. harebell; 11. Cymbeline; 12. cerebellum; 13. bellows; 14. embellish; 15. bellicose; 16. label; 17. Campbells; 18. babel.

HIDDEN BEASTS

The word required as a solution to each clue contains the name of a well-known animal, bird or fish.

- | | |
|----------------------------------|----------------------------------|
| 1. Slang term for bad character. | 13. A charm. |
| 2. Determined. | 14. Open-air exercise. |
| 3. Very large. | 15. A spoken spell. |
| 4. Angry frown. | 16. An arm support. |
| 5. Decorative tablet. | 17. Stupefied. |
| 6. A channel. | 18. Work done with a needle. |
| 7. Made of stick and elastic. | 19. A portion. |
| 8. Fight. | 20. Grave and slow. |
| 9. Often made of rag. | 21. Violent twist. |
| 10. For climbing. | 22. Used to make knives. |
| 11. Great pain may be— | 23. Away from here. |
| 12. Made by a pin. | 24. Cross-grained and irritable. |

Solutions: 1. Rotter (*otter*); 2. dogged (*dog*); 3. massive (*ass*); 4. scowl (*owl*); 5. medallion (*lion*); 6. gulley or sewer (*gull* or *ewe*); 7. catapult (*cat*); 8. combat (*bat*); 9. paper (*ape*); 10. ladder or spikes (*adder* or *pike*); 11. unbearable (*bear*); 12. scratch (*rat*); 13. amulet (*mule*); 14. ramble (*ram*); 15. incantation (*ant*); 16. sling (*ling*); 17. bemused (*emu*); 18. stitching (*tit*); 19. share (*hare*); 20. solemn (*sole*); 21. wrench (*wren*); 22. steel (*eel*); 23. hence (*hen*); 24. crabbed (*crab*).

PROGRESSIVE ANAGRAMS

Here are paragraphs with blanks to be filled in. The first blank is for a two letter word, the second has three letters, and so on. Each word is an anagram of the previous one but with one more letter.

The Concert

There was -- enthusiasm for the first item of the concert, probably because the drums, with a crash like a --- of coals, often spoilt the effect. A better - - - - was evident, however, when a ----- sang melodiously. Next came a very imposing contralto, whose dress vied with the ----- decorations of the hall. she was followed by - - - - - band selection, rather more subdued.

Shopping

Just as I was leaving home, Mrs. Jones asked -- to get her some embroidery silk. On the bus I --- Mrs. Green, so we did our shopping together. An important ---- was lunch, which we - - - - well, avoiding a queue. I bought the silk for Mrs. Jones, and whilst in the shop decided to treat myself to a lovely cloth, nicely hemstitched, with ----- corners and ----- with exquisite lace.

The Squirrel

Day and night, summer - - winter, the little squirrel roamed happily among the trees. His special hiding-place was a trunk where the --- had made a hollow. He ---- down some small branches to make it more snug, and there he could lie close to his - - - - of nuts. How he loved the - - - - - and how praiseworthy were his ----- to make his little home all it should be.

Fun for the Farmer

On leaving home to go to the circus, Farmer Graze said, "I - - worried about that old - - - of mine; he doesn't look at all healthy." However, he mounted his ---- and rode off. The antics of the animals delighted him, and next day he wrote - - - - - to his son in Spain, telling him that several - - - - - with their lions and tigers were due to travel by - - - - - to a place near where he was stationed, and he would therefore be able to see their performance.

Peter in Trouble

"What did you -- to get that sum wrong?" asked Mrs. Twigg. "Only put a --- in the wrong place," said Peter. "I was unlucky in the flat race, too, for teacher said I hadn't ---- the line." "Well, you know how he ----- on accuracy," warned his mother. "I thought he seemed rather annoyed as he ----- from the playground, his face looking almost as if it had been - - - - -."

Solutions: "The Concert". — no, ton, note, tenor, ornate, another. "Shopping". — me, met, item, timed, mitted, trimmed. "The Squirrel". — or, rot, tore, store, forest, efforts. "Fun for the Farmer". — am, ram, mare, reams, ramers, steamer. "Peter in Trouble". — do, dot, toed, dotes, strode, roasted.

SHAKESPEARE JUMBLED

Here are well-known phrases from Shakespeare. All the words are jumbled except one. Can you see what they are?

The same idea can be used with proverbs, book titles, etc.

1. Bolden, boldue, toil nda routbel.
2. Eh strejs ta crass hatt never tess a downu.
3. Roop nda toncnet si chir nda chir enough.
4. Sheert a ividinyt ahtt shapes rou dens.
5. Sheret yamresor that's orf merrcanbeme.
6. I stum eb cruel, noyl ot eb dink.
7. Trybevi si het soul fo twi.
8. Eh stum needs og hatt eht vilde vireds.
9. Vige hyt thoughts on gounte.
10. Fi cimus eb eht food fo vole, layp on.
11. Some rac robn tager.
12. Roysujen end ni velsro icengmr.

Solutions: 1. Double, double, toil and trouble. 2. He jests at scars that never felt a wound. 3. Poor and content is rich and rich enough. 4. There's a divinity that shapes our ends. 5. There's rosemary, that's for remembrance. 6. I must be cruel only to be kind. 7. Brevity is the soul of wit. 8. He must needs go that the devil drives. 9. Give thy thoughts no tongue. 10. If music be the food of love, play on. 11. Some are born great. 12. Journeys end in lovers meeting.

THE ADVENTURES OF ANN

The answer required for each clue begins with the sound of "Ann."

1. Our heroine, when she spoke, was always very
2. Even when things went wrong, she did not show
3. She was aristocratic, and rather proud of her
4. She was courted by a boy called
5. He was tall, thin, and
6. And was by profession an
7. He admired Ann to the extent of thinking her
8. And when anything was said against her became
9. At the wedding a pleasing item was the
10. They had a modern flat and had no use for
11. Ann therefore did not appreciate Aunt Emma's gift of an
12. But was thrilled when told that by her will she would one day have an
13. Was it a former sweetheart who sent a gift that was ?
14. The honeymoon was even better than the
15. They went to a riverside resort as Anthony was a keen
16. On some occasions, when the catch was lively, Ann laughed at his
17. One day she was bitten by some kind of
18. Anthony dived in the rucksack for some
19. She still felt rather queer, so went to the chemist for an
20. Quickly recovering, she was ready to laugh at Anthony's

Solutions: 1. animated; 2. annoyance; 3. ancestry; 4. Anthony; 5. angular; 6. analyst; 7. angelic; 8. angry; 9. anthem; 10. antiques; 11. antimacassar; 12. annuity; 13. anonymous; 14. anticipation; 15. angler; 16. amts; 17. animal; 18. amuse; 19. antidote; 20. anecdotes.

THREE LETTERS

Give a time limit of 10 minutes, and ask players to make up the longest sentence they can, consisting entirely of three-letter words.

Peter in Trouble

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8. Eh stum needs og hatt eht vilde vireds.
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THREE LETTERS

Give a time limit of 10 minutes, and ask players to make up the longest sentence they can, consisting entirely of three-letter words.

Here is an example: *One day the big cat Nip was out and the boy Joe, who was not too old for the job, ran all the way and got him.*

LIMERICKS

Most people enjoy writing Limericks. Give all your players the same first line, which should be direct, and preferably personal. It may have some local significance. In judging, give points for a definite rhythm, and a snappy last line, if possible with a surprise or twist in it.

Here are some first lines that may be useful:

There was a young lady of Ware—
 A very nice fellow called Pat—
 The person who planned this event—
 A man who was fond of the sea—
 When riding one day in the train—
 A spinster who lived down at Ealing—
 One day he got up very late—
 Jane went into town on a car—

WHAT A SELL!

The answer to each clue contains the sound of "sell."

1. A wild flower.
2. Birds like the seeds.
3. Substance forming the framework of plants.
4. A shirt may be
5. To neutralise.
6. Popular word with the scholar.
7. The climber's slogan.
8. An abode of spirits.
9. Hard substance.
10. A title.
11. Superficial brilliance.
12. Commercial trickery.
13. Rarely.
14. The snobs think they are
15. Found on the dinner table.
16. Sometimes saves stitchery.
17. A medicinal drink.

18. A kind and helpful person.
19. Most of us are at times
20. Mechanically independent.

Solutions: 1. Celandine; 2. groundsel; 3. cellulose; 4. cellular; 5. cancel; 6. excellent; 7. Excelsior; 8. cellar; 9. celluloid; 10. Excellency; 11. tinsel; 12. underselling; 13. seldom; 14. select; 15. salt-cellar; 16. selvedge; 17. Seltzer water; 18. counsellor; 19. selfish; 20. self-winding.

THE ANIMAL IN THE RIVER

Below are names of 24 English rivers. Each has in it the name of an animal. Competitors have to take out the animal and write down the name of the river.

As this is not a complicated game, it is mainly a question of speed, and therefore all should start at a given signal, and when a player announces that he has finished, a stop should be made and the river names checked.

- | | |
|----------------|-----------------|
| 1. Tycatne | 13. Cheweerwell |
| 2. Wegoatar | 14. Levolea |
| 3. Ousrate | 15. Isidogs |
| 4. Tepiges | 16. Dartigert |
| 5. Trenmaret | 17. Slambevern |
| 6. Rimolebble | 18. Whorseye |
| 7. Thabearmes | 19. Descale |
| 8. Melkersey | 20. Ustoadk |
| 9. Colcowne | 21. Whallamarfe |
| 10. Alionvon | 22. Westoaty |
| 11. Arufrogn | 23. Ahareire |
| 12. Medcalfway | 24. Niboardd |

Solutions: 1. Tyne; 2. Wear; 3. Ouse; 4. Tees; 5. Trent; 6. Ribble; 7. Thames; 8. Mersey; 9. Colne; 10. Avon; 11. Arun; 12. Medway; 13. Cherwell; 14. Lea; 15. Isis; 16. Dart; 17. Severn; 18. Wye; 19. Dee; 20. Usk; 21. Wharfe; 22. Wey; 23. Aire; 24. Nidd.

JUMBLED BOOKS

Here are jumbled book titles, together with the authors' names. Competitors have to disentangle the title.

<i>Jumbled Title</i>	<i>Author</i>
1. Vainyt Iraf	Thackeray
2. Het Catiled	A. J. Cronin
3. Bakel Shoue	Dickens
4. A Wwinod ni Shumtr	Barrie
5. Spoerr Owr	Warwick Deeping
6. Hosut Dringi	Winifred Holtby
7. Legunj Koob	Kipling
8. Ronal Onedo	Blackmore
9. Eeeagtlmnnr	Buchan
10. Egoru Shreeir	Walpole
11. Otm Onjse	Fielding
12. Lyho Doldceak	A. P. Herbert
13. Glean Manpevet	Priestley
14. Tilenuo fo Shoityr	Wells
15. Hte Lod Swiev Late	Bennett
16. Eoiahnv	Scott
17. Meaf si het Upsr	Howard Spring
18. Wherguint Thisgeh	Emily Brontë
19. Toersty Gaas	Galsworthy
20. Het Orfu Eatsherf	A. E. W. Mason

Solutions: 1. Vanity Fair; 2. The Citadel; 3. Bleak House; 4. A Window in Thrums; 5. Roper's Row; 6. South Riding; 7. Jungle Book; 8. Lorna Doone; 9. Greenmantle; 10. Rogue Herries; 11. Tom Jones; 12. Holy Deadlock; 13. Angel Pavement; 14. Outline of History; 15. The Old Wives' Tale; 16. Ivanhoe; 17. Fame is the Spur; 18. Wuthering Heights; 19. Forsyte Saga; 20. The Four Feathers.

SECTION II

MIXING AND GROUPING GAMES

It is important to have one or two mixing games early in your programme, so that guests will get acquainted, lose their shyness and feel thoroughly at home.

Some special mixers are suggested here, but many of the Wordy Games and those in other sections may be used for the same purpose.

Then there is the question of getting people into clusters for group and team games. This preliminary grouping is fun in itself, and is better than merely *telling* people to get into groups of six or twelve or whatever you want.

FAMILY GROUPS

This idea provides good fun. Suppose you want to divide your party into groups of about eight. Write on slips of paper sets of family names, e.g. the Shaws—Colonel Hyam Shaw, Mrs. R. U. Shaw, Miss B. Shaw, Izzy Shaw, and so on. Other amusing names will suggest themselves, such as Murgatroyd, Mee, Oswaldtwistle, Mutt, Lamb, Good.

Distribute the papers and the guests do the rest. You must arrange the names according to the division of the sexes, say three men's names in each set, if that is the proportion of your players.

The advantage of the grouping being done early in the evening is that it is useful, later on, to be able to call upon certain groups to step forward and take part in events.

It is possible to run a whole evening with the same groups, as many of the paper and pencil competitions could be worked with one leader doing the writing and the rest of his group supplying the answers. This is not a complete "mixer" but at any rate the members of one group get to know one another thoroughly, and the idea can form a good beginning for a house-party week.

JIGSAW GROUPS

Get some humorous postcards and cut them into jigsaws, as many pieces as you want players in your group. Place a "key" piece on a chair and distribute the rest. Players find their chair, get round and complete the jigsaw. You can then take away the "props" and there is a group all ready for action.

Instead of postcards you can cut coloured pictures from the magazines, paste them on to stout paper, and cut up.

MISCELLANEOUS GROUPS

There are many other ideas for grouping by means of little cards distributed, one to each player. You can make your cards into sets of *Colours* (all of one colour to get together), sets of *Birds* (players making appropriate calls), sets of *Songs* (hum the tune and get together), *Towns*, *Flowers*, and so on.

COUPLETS FOR COUPLES

This is a method of getting your party into couples by means of rhymed couplets. Write each line on a separate slip of paper. Players have to get together by matching up their rhymes.

This little stunt is meant to break the ice,
I hope you'll find your partner very nice.
Look round the room without a waste of time,
And find someone to match this little rhyme.
Your partner's waiting, well within a mile.
Be sure to don your very nicest smile.
Now don't be shy. The nicest folks unbend.
You'll find you'll have to do so in the end.
When everyone is paired, we can proceed.
To find your partner is an urgent need.
To-night let there be frolic, fun and laughter.
Who cares a hang for what's to follow after!
A partner you are seeking? Look around.
The best things are not easy to be found.

Mixing and Grouping Games

I think this will be quite a jolly "do."
But much of its success depends on you.
You've got to go a-hunting—don't stand still,
But seek your partner with a right good will.
You can be quite indifferent to the weather
If you are sharing in a get-together.
This is a plan to make us bright and breezy.
Go, find your partner—it is very easy.
Be merry now, and let your laughter ring,
And help to get things going with a swing.
I trust you won't be stiff and put on side.
You could be very merry if you tried.
Go, seek your other half, if you don't mind.
I'm sure you'll find your partner most refined!
Come, join this little game with happy zest,
And be as frivolous as all the rest.
Go, seek your partner. Hurry, and be bold.
The evening will be dull if you are cold.
It's rather fun to pair off in this way.
At any rate, it's *meant* to make us gay.
Some folks at parties are just dull old sticks.
This is a game devised to make us mix.
Get going now, and cast off melancholy.
We look to you to make the party jolly.
This is a mixing stunt for all to share.
Track down your partner—somewhere over there.

JUMBLED HOLIDAY TOWNS

These jumbles are made to look like the names of men and women. For this reason they are particularly suitable for guests to wear pinned on to them. As an additional help give the names of the counties; also announce that all are holiday rather than industrial towns and each consists of one word only.

*Women's names:**Men's names:*

1. Ann Cepez (Cornwall)
2. Mary Hout (Norfolk)
3. Una Terbose (Sussex)
4. Betty Hawsry (Cardigan)
5. Meg Crabid (Cambs.)
6. Mabel Corfi (Devon)
7. Min Weerder (Westm'd)
8. Flo Wesott (Suffolk)
9. Sal Mobec (Devon)
10. Rene Wistch (Hants.)
11. Phyl Croit (Perthshire)
12. Mag Hinresh (Norfolk)
13. Dot Shune (Essex)
14. Cora Embem (Lancs.)
15. Aggie Blewds (Beds.)
16. Ida Felth (Herts.)
17. Netta Prys (Flints.)
18. Beth Tawils (Kent)
19. Eva Cheapen (Sussex)
20. Gert Wobrid (Wilts.)

21. Sam Bideel (Westm'd)
22. Bill Saner (Caernarvon)
23. Ben Tourhoum (Hants)
24. Rob Asgrouch (Yorks.)
25. Reg Ahmshin (Norfolk)
26. Hal Chetmen (Glos.)
27. Thos. Pourt (Lancs.)
28. Dan Hihed (Surrey)
29. Tony Gublars (Som.)
30. Bert Ryacun (Kent)
31. Ned Higbur (Midloth'n)
32. Allen Egges (Perth)
33. Ken Flootes (Kent)
34. Don Girk (Surrey)
35. Abel Costs (Cornwall)
36. Stan Rarer (Wigtown)
37. Tom Hudis (Devon)
38. Len Gatti (Cornwall)
39. Theo Umwy (Dorset)
40. Ted Sulban (Beds.)

Solutions: 1. Penzance; 2. Yarmouth; 3. Eastbourne; 4. Aberystwyth; 5. Cambridge; 6. Ilfracombe; 7. Windermere; 8. Lowestoft; 9. Salcombe; 10. Winchester; 11. Pitlochry; 12. Sheringham; 13. Southend; 14. Morecambe; 15. Biggleswade; 16. Hatfield; 17. Prestatyn; 18. Whitstable; 19. Peacelhaven; 20. Trowbridge; 21. Ambleside; 22. Llanberis; 23. Bournemouth; 24. Scarborough; 25. Sheringham; 26. Cheltenham; 27. Southport; 28. Hindhead; 29. Glastonbury; 30. Canterbury; 31. Edinburgh; 32. Glencagles; 33. Folkestone; 34. Dorking; 35. Boscastle; 36. Stranraer; 37. Sidmouth; 38. Tintagel; 39. Weymouth; 40. Dunstable.

SENTENCE SCRAMBLE

This is suitable for any number from 20 upwards. Give each member of the company a slip of paper containing a *word*. The object of the players is to get together and form sentences with their words. On completing a sentence, the group goes to the M.C., who takes their slips and hands them each another one, and at the same time a bean, by way of reward.

They go off again amongst the other players to make up sentences. Stipulate that the sentences should contain not fewer than 5 words.

This game causes a lot of excitement and laughter. When a halt is called, a small prize should be given to the person holding the largest number of beans.

In preparing the word-slips the simplest way is to write out actual sentences, and then cut them up. Add a few extra small linking words: *a, the, of, and, to, but, or*. The sentences should be fairly simple, e.g. *The cat jumped over the fence. He was in bed early that night. A good laugh is a tonic. Many hands make light work.*

It is well to have plenty of "ammunition," say, twice as many words as there are players. When sentences are handed in, the slips can of course be shuffled and reissued a little later.

THREE SYLLABLES

This is a variation of the last game, a little more difficult and not as funny. Instead of words, you have syllables, each on a separate slip. Players have to form words with three syllables, report to the M.C., hand in their slips, and then go off with fresh ones to repeat the process.

The following show the type of word required, with plenty of duplicated syllables: *con-ten-ted, pro-duc-er, re-mind-ing, com-par-ing, int-er-est, tax-a-tion, in-ten-sive, in-ten-tion, de-ci-ded, re-la-tion, dis-put-ed, in-ci-ted.*

If the players are young, or are finding the game difficult, you can at any moment announce, "Make words of two syllables only."

LETTER SCRAMBLE

This is yet another variation of the last two games.

~~Try to prepare a good supply of little cards, each bearing a~~
 Try to prepare a good supply of little cards, each bearing a letter of the alphabet. Give one to each player.

Explain that each player has to go in search of two more people whose letters, with his own, will make a word. These three people present themselves to the M.C., who gives a bean to each, and also new letter-cards.

This goes on until the signal is given for finishing, when the player with the biggest number of beans wins the prize.

A BUTTERFLY HUNT

Cut out little butterflies (using a very simple outline) about an inch-and-a-half wide. Place these about the room, but never entirely hidden. At a given signal, players collect as many as they can in the time allotted.

The butterflies may be cut out of coloured paper. The advertisement pages of technical magazines will often provide useful patterned portions. Or they may be cut from odd scraps of print or silk material.

CLAIM YOUR PARTNERS

This is a new idea for partnering your company prior to a dance or competition.

Write on small tickets the names of the *male* characters, from the list given below. Distribute these to the men in the company, who remain seated.

Now, as M.C., line up the ladies, facing you, and, indicating the first one, say "This is Juliet." At this, "Romeo" jumps up, claims her, and leads her away. Continue through the list.

Here are suggested pairs.

Juliet—*Romeo*

Beauty—*Beast*

Little Red Riding Hood—*Wolf*

Cleopatra—*Caesar*

Victoria—*Albert*

Ellen Terry—*Henry Irving*

Mayoress—*Mayor*

Ginger Rogers—*Fred Astaire*

Lassie—*Laddie*

Delilah—*Samson*

Bebe Daniels—*Ben Lyon*

Queen—*King*

Jill—*Jack*

Francesca—*Paolo*

Nancy—*Bill Sykes*

Anne Boleyn—*Henry VIII*

Eve—*Adam*

Hero—*Leander*

Gretel—*Hansel*

Judy—*Punch*

Josephine—*Napoleon*
 Dora (Dickens)—*David Copperfield*
 Ophelia—*Hamlet*
 Queen of Hearts—*King of Hearts*
 Woman—*Man*
 Lady Hamilton—*Nelson*
 Beatrice—*Dante*
 Psyche—*Cupid*
 Rosalind—*Orlando*
 Lady Teazle—*Sir Peter Teazle*
 Duchess—*Duke*
 Mary Queen of Scots—*Darnley*
 Ann Zeigler—*Webster Booth*
 Little Miss Muffett—*Spider*
 Marie Antoinette—*Louis XVI*
 Sybil Thorndike—*Lewis Casson*
 Nell Gwynne—*Charles II*
 Joan—*Darby*
 Ellaline Terriss—*Seymour Hicks*
 Columbine—*Harlequin*
 Venus—*Adonis*

ODDS AND EVENS

This is an exciting game and a splendid ice-breaker.

Give each member of the party five beans, peas or chips (wooden spills cut into small pieces). He holds some in each hand, and will naturally start off with a three and a two.

Players go about amongst the company showing closed hands, and saying "Odd or even?" If the player addressed guesses correctly, he receives the two beans or three, as the case may be.

The player losing the beans from one hand will divide the remainder so as to have one or more in each hand. He then continues.

It must be remembered that each correct answer means yielding up *all the beans* in the hand touched.

When a player has lost all his beans, he withdraws from the game.

Call a halt, and find out who, of those left, holds the most beans.

OPENING A SHOP

First method.—This is for eight players. Each is given a little card bearing the name of a shop, which he is supposed to have opened. Now he has to collect his stock.

Hidden about the room or house are little tickets bearing the names of articles corresponding to the different shops. Players have to get together for their shops as many articles as they can in a given time.

(*Note:* As there is a chance that the Hairdresser and the Draper may overlap, place a small "H" or "D" in the corners of their cards.)

Second method.—If you have more than eight players, arrange them in teams. Have a Manager to receive the cards, and three or four assistants to do the hunting.

On "time," check up to see who has the most goods for the shop.

HAIRDRESSER: Scissors, hairpins, combs, brilliantine, hair nets, wigs, false plaits, hair grips, setting lotion, curlers, clippers, hair slides, hair lotion, hair brushes, wavers. (15)

STATIONER: Calendars, pens, pencils, ink, erasers, blotting paper, foolscap, rubber bands, files, cash book, note books, gum, labels, birthday cards, envelopes. (15)

GREENGROCER: Cabbages, potatoes, carrots, onions, lettuces, radishes, cauliflowers, celery, leeks, tomatoes, watercress, sprouts, parsnips, spinach, turnips. (15)

BAKER: Rolls, buns, loaves, teacakes, bridge rolls, Swiss roll, wedding cake, macaroons, gingerbread, jam tarts, meringues, jam sandwich, scones, dough nuts, sausage rolls. (15)

IRONMONGER: Nails, screws, hammer, chisel, screwdriver, tintacks, bowls, buckets, hooks, gimlets, dustbins, shovels, cake tins, strainers, apple peelers. (15)

DRAPER: Tape, cotton, needles, vest, stockings, socks, lace, ribbon, silk, binding, press studs, scarves, gloves, collars, handkerchiefs. (15)

FLORIST: Seeds, roots, daffodils, narcissus, violets, hyacinths, fertilizer, slug killer, weed killer, fibre, bulbs, ferns, willow, tulips, mimosa. (15)

GROCER: Currants, raisins, salt, pepper, mustard, sauce, vinegar, spice, curry powder, flour, pickles, chutney, dried egg, sardines, salmon. (15)

SWOPPING

Players are seated in a circle. One stands in the middle and makes an announcement as to which people are to change places. As they change, he endeavours to secure a seat, and the player left in the middle carries on.

The interest and fun of this game is increased if the player in the middle thinks of original statements. His remark goes like this: "Change places all those wearing wrist watches." Statements should be varied—all those who have never been abroad, all those under 17, all those who believe in luck, all those who enjoy their work. There's no end to the classifications, and the M.C. should give a hint as to the possibilities.

COMMON THREES

Write out on separate slips of paper the words given below, underscoring the first word in each set. This is the key word.

Retain the key words, and hide the others about the room.

If you have about half a dozen players, they can work singly. If there are more, arrange them in small teams. Present the player or team with a key word, and a hunt has to be made until the two associated words are found. The completed "three" is handed in, and another key word is given out by the M.C.

Continue until all sets are found, and give a prize to the player or team finding the most.

1. Faith, Hope, Charity.
2. World, Flesh, Devil.
3. Rag, Tag, Bobtail.
4. Big Bear, Middle Bear, Little Bear.
5. Men, Women, Children.
6. Fish, Flesh, Fowl.
7. Stop, Caution, Go.
8. Lock, Stock, Barrel.
9. Rags, Bottles, Bones.
10. A. B. C.
11. Air, Land, Water.
12. Wynken, Blynken, Nod.
13. Red, White, Blue.
14. Army, Navy, Air Force.
15. Pounds, Shillings, Pence.

16. £, s., d.
17. Shem, Ham, Japhet.
18. Birds, Beasts, Fishes.
19. Friends, Romans, Countrymen.

LETTER GROUPS

If you are expecting a definite number of guests you can arrange to get them into groups in this way. Give each a coloured card, and they have to group themselves with people having the same colour. Each card bears a letter and they have to sort themselves into a word (pre-arranged) and then shout.

You can then follow on with some other group game.

SIMILES

Write out on cards the similes given below, e.g. *Cold as* on one card, and *ice* on another.

Give your players each a card containing the first part of the phrase, and distribute the other cards about the room.

On a given signal let them match up their phrases, and sit down when they have done so. The last person to be seated is penalised by having to perform one of the items given on pages 59 and 60.

Note: This idea can also be used for pairing off a party.

Cold as ice	Dull as ditch water
Large as life	Sick as a dog
Smooth as velvet	Drunk as a lord
Dumb as a cemetery wall	Warm as toast
Lively as a cricket	Stiff as a poker
Happy as a king	Proud as Lucifer
Sly as a fox	Fleet as a hare
Hungry as a hunter	Mad as a hatter
Limp as a rag	Fat as butter
Playful as a kitten	Weak as a rat
Rare as a hen's teeth	Fit as a fiddle
True as steel	Black as ink
Brown as a berry	Clear as crystal
White as snow	Sweet as syrup
Pretty as a picture	Bright as a new pin

Bitter as gall
Wise as an owl
Thin as a lath

Green as grass
Blind as a bat
Poor as a church mouse

FLOWER GROUPS

This is an exciting game and a good mixer.

Write on small slips of paper the name of flowers, doing four of each, i.e. four slips with the word "lily," four with "bluebell," and so on. Give one slip to each member of the company.

Players have to get together in groups of four and sit down. The last four standing are eliminated from the game and their papers destroyed. All those remaining quickly change their paper slips and again group themselves in fours. The last standing are again eliminated. This goes on until there are only four left.

A whistle is useful to indicate the moment at which the grouping begins.

TOWNS AND TELEGRAMS

This is suitable for about 24 players. Using the names of towns having eight letters, write two small slips for each, giving alternate letters, e.g. BIHO and RGTN, which, when combined, will make *Brighton*.

Hand one slip to a man and the corresponding one to a girl. All are told to move round and find their partners.

When all the towns have been completed, ask the players to be seated. Provide them with papers, and ask the man to write a telegram to the girl, using the eight letters of the town as the initials of the words.

When he has done this, she has to write a reply, using the eight letters in the reverse order.

All the telegrams are then read out. Here is a list of towns:

Brighton
Carlisle
Dewsbury
Paignton

Barmouth
Ramsgate
Southend
Hastings

Hereford
Stamford
Penzance
Redditch

TABLE TALK

This is an idea to warm up the atmosphere, and is put into operation when people are seated at tables ready for a whist drive or Progressive Games evening.

Hand out four slips of paper to each table. On the reverse side of one slip is the letter "T", and the player who happens to select that paper has to talk to the other three for one minute on a subject which is then announced.

At the end of the minute a whistle is blown, and two players from each table move as in a whist drive. Papers are shuffled and handed round, and once again a subject is announced for the one-minute talk. The subjects should be extremely light. Some of those on page 98 will be found suitable.

CUT QUOTATIONS

Save the quotations from your tear-off calendar, cut them from magazines, or type them. Then cut them through, about half-way; paste each piece on a slip of paper and give it a number.

The competition can be worked in one of two ways: (a) distribute the slips round the room, (b) pin them on to the players.

Competitors have to look at the quotations (without detaching) and piece them together by numbers, merely noting on their papers that No. 2 combines with No. 17, and so on.

When a halt is called, the M.C. reads out "2 and 17, 5 and 12," and so on. He can, if he likes, read the complete quotation as he calls out the numbers. The following example will show how a quotation might look:

2. *For my part I travel not to go anywhere, but to go. I travel for travel's sake. The great affair is to move.*

—R. L. Stevenson.

THE UNWELCOME VISITOR

Arrange the party in groups of six. Players are numbered one to six.

Each group sends No. 1 into the next group. He is in the enemy's camp.

You now announce something that has to be done by the visiting players. Tell them to name as many flowers as they can, beginning with a given letter, as many characters from the Bible as they can remember, and other items of that nature.

The visiting member does his best to carry out the instruction, and the rest of the group do all they can (by talking, laughing, etc.) to prevent him.

Call "Time" and ask the visitors how many they have scored. Each goes back to his own group and the score is noted.

Then No. 2 goes visiting. The whole process is repeated until all six have paid a visit and returned. Group scores are then totalled.

SOMETHING WRONG

Six people are going about amongst the company with something wrong about their dress—a brooch at the back of the gown, a tie undone, an earring missing, and so on. It should be reasonably obvious or the game will take too long.

All have papers and pencils, and have to write down what they think is wrong, with the name of the guest. The fun is caused by the questioning of the wrong people.

The first to find the correct six people shouts, and the contest ends.

POSTAGE STAMPS

Mingling with the company are two people (preferably man and woman) each wearing a postage stamp. It should be fixed against some portion of the clothing that is similar in colour, so that it will not be found too easily.

When a player has spotted both the stamps he sits down, and this goes on until only the two people with the stamps are left standing. This is a pleasant little mixing game.

PETER AND JOAN

This is on similar lines to the last "mixer," but involves talking. A man in the party is Peter and a girl is Joan. Everybody else has to trace Peter and Joan by saying, "Are you Peter?" "Are you Joan?" When a player has identified both,

he takes a seat. The game continues until only Peter and Joan are left standing.

GETTING ACQUAINTED

Ten minutes allotted to getting people to know one another's *names* is time well spent.

Let the company stand in a circle, and announce that each guest is requested to find out the name of the one on his left and his right. When this is done, check up here and there to see that individuals give prompt answers. Then ask all to change places, and repeat the operation. Check. Do all this once more.

As a final test, select a member of the party at random and conduct him (or her) round the circle to see how many names can be remembered. This can be done with two or three players, and it will be found that some people will remember fifteen to twenty names. If all agree to adopt Christian names it is easier.

A MOCK RECEPTION

If you want your party to become acquainted, a Mock Reception ensures that everybody hears the name of everybody else.

Announce that the Mayor of, say, Tottering-on-the-Brink and the Mayoress will receive their guests at such a time. Let the Mayor wear an elaborate chain of office, and the Mayoress be decked out fantastically and hold a bouquet of vegetables. They should stand side by side in the usual manner of the reception. Guests file past and are greeted with handshakes, whilst a man with a loud voice announces them.

If well arranged, this can be excellent fun.

INTRODUCING OURSELVES

Here is another "mixing" idea with the emphasis on *names*.

Give each guest a paper bag containing a quantity of dried peas, beans or small nuts. When all are assembled, explain that each guest is to introduce himself to everyone else by saying, "I am . . .", stating his name and shaking hands.

Thereupon he claims a pea from the other person. It will be found that on the word "Go" there will be a rush, as each player will want to be first, in order to secure the greatest number of peas. Give a small prize.

NAMES AND NUMBERS

Give each member of the party a slip of paper bearing a number. On the blank side the player writes his or her name, and wears the paper. All mingle freely for the various games, and are reminded from time to time by the M.C. that they must get to know one another's names. (If Christian names are used it is much easier.)

Later in the evening, the M.C. asks the players to turn the papers and pin them on with the *numbers* exposed. Then each member is given a paper on which to write down the number and name of as many people as possible.

This is an excellent memory test, and a good start for a house-party week.

SECTION III

MIMING AND PERFORMING GAMES

This section contains ideas and games that involve a certain amount of acting. There are generally a few people in every company who enjoy this kind of thing, and it often makes a welcome break in a programme of active games.

COPYING A MIME

This is grand fun, and is equally suitable for large or small gatherings.

Four people are sent out of the room. The leader then explains that he is going to mime a short scene or episode, and he gives an outline of what he intends to present. Player No. 1 is then called in and the leader performs the mime.

No. 2 is then called in, and he watches whilst No. 1 performs, as best he can, the scene he has just witnessed. Then No. 2 performs it for the benefit of No. 3, and No. 3 for No. 4. It will be noticed that the actions become varied as the game goes on!

When No. 4 has performed, the leader does the mime all over again, so that a comparison can be made, and great is the astonishment of the performers, particularly No. 1, to learn what the episode was really meant to be.

Suggestions for scenes:

1. Washing an elephant at the zoo.
2. A lady buying a hat. She has a small child with her.
3. Knife grinder stopping at house, taking knives, cleaning them, etc.
4. Father bathing the baby.
5. The new junior typist.

TAKING THINGS LITERALLY

On the next page are familiar phrases that do *not* mean what they say! The idea is to arrange for a series of tableaux.

each quickly following the announcement of the phrase. With the right performers this can be very entertaining. It is also possible to link up a selection of the phrases into a play in dumb show, with narrator hidden by a curtain.

1. She swept the ground with her eyes.
2. He must keep a stiff upper lip.
3. You could have knocked me down with a feather.
4. She stirred her tea with a trembling hand. (No spoon)
5. He was quite unbending.
6. She fell on his neck.
7. He was too big for his shoes.
8. It made him pull a face.
9. She would often take her eyes from the deck and cast them far out to sea.
10. She cut him short with a gesture.
11. I didn't know where to look. (Blindfold)
12. My heart was in my boots. (Take cardboard heart from boot)
13. He was just talking through his hat.
14. I was simply bowled over.
15. He turned over a new leaf.
16. I hauled him over the coals.
17. Cast your bread upon the waters. (Crumbs in bowl)
18. Turn the other cheek.
19. He shook the dust from his feet.
20. She wore her heart on her sleeve.
21. He laid it on with a trowel.

BOOK-TITLE SCENES

If six to eight people get together and make preparations, an attractive half-hour show can be given by presenting a series of book titles by means of scenes, mimes or tableaux. The audience may shout their guesses or write them down.

Here are suggestions, each with very brief indication as to how the title can be portrayed.

1. "A Tale of Two Cities" (*Dickens*). Two people holding conversation about London and Paris.
2. "The Thirty-nine Steps" (*Buchan*). Someone walking round and round (spiral staircase) and muttering about numbers without actually saying "thirty-nine."

3. "The White Company" (*Conan Doyle*). Players draped in sheets.
4. "Treasure Island" (*R. L. Stevenson*). Chalk circle. Man seated there with "treasures."
5. "The Old Ladies" (*Walpole*). Tableau of three old ladies.
6. "Under the Greenwood Tree" (*Hardy*). Branches held up for tree. Someone underneath.
7. "Diary of a Provincial Lady" (*E. M. Delafield*). Smartly dressed woman, with ticket pinned on ("Born in Leeds"), seats herself at table and writes in a diary.
8. "The Good Companions" (*Priestley*). Books and a pipe, etc., on table.
9. "The Invisible Man" (*Wells*). Man appears, and then black covering is thrown over him.
10. "Three Men in a Boat" (*Jerome K. Jerome*). Three men on chairs indicate rowing action.
11. "One Pair of Feet" (*Monica Dickens*). Player's feet showing below screen.
12. "Pride and Prejudice" (*Jane Austen*). Village snobs discussing neighbours, and indicating the two defects by their conversation.
13. "The Return of the Native" (*Hardy*). Domestic scene—lad comes back from sea to his native place.
14. "If Winter Comes" (*A. S. M. Hutchinson*). People shivering in furs.
15. "Water Babies" (*Kingsley*). Two people playing with dolls in water, or dressed as babies and playing with water.
16. "A Study in Scarlet" (*Conan Doyle*). Someone dressed in red.
17. "The Wrong Box" (*R. L. Stevenson*). People in train—one alights and picks up the wrong box, etc.
18. "Great Expectations" (*Dickens*). Conversation about legacies expected or some other "hopes."

AUDITIONS

If you are clever enough to write a short melodrama, you can add to the interest by selecting your characters in this way. Suppose you have in your playlet a Hero, a Heroine, a Villain, and some "noises off."

Ask for three volunteers to have auditions for the part of the Hero. Three men step forward, and you ask them to be seated on the "stage," that is, an empty space in front of the audience. Give each a paper containing a couple of lines of the Hero's part, ask them to read them, and let the audience decide who makes the best attempt. He will of course be the actor to take part in the play itself.

Go through the same process with three ladies for the Heroine, three men for the Villain, and three volunteers to do the "noises off."

Then let the winners get together for a short rehearsal, and present the play.

COMMUNAL CHARADE

Decide upon your word, and divide your whole company into as many groups as the word has syllables. If the company is so large as to make the groups unwieldy, you can have small volunteer groups.

Give each group a syllable, and tell them to prepare to "act it," either in dumb show or with conversation. The difference between this and the ordinary charade is that the performers themselves are unaware of the full word; they simply know their own syllable. The full word is not performed.

Let the groups get into corners and make their preparations. Then they all remain in the room, watch one another perform, and take part in the guessing.

Here are some long words that may be useful: *portmanteau*, *tremendous*, *woodpecker*, *fortunate*, *mantelpiece*, *contention*, *nightingale*, *Manchester*, *consumption*, *photograph*, *pantechricon*, *cantankerous*, *protection*, *ingratiate*.

A MIME WITH PROPS

Set your "stage" with a table, a chair and four other props. A newspaper, a tumbler, a scarf and a child's toy are examples, but many others will suggest themselves.

Ask for four or five volunteers; let them have a good look at the props. They then withdraw and prepare to act a short scene in mime, making use of all the props.

Vote for the most successful scene.

ACTING ADJECTIVES

Divide the party into two. One side selects a small team, who go from the room and then members decide on an adjective, containing as many letters as there are people in the team. They then arrange that each will act an adjective that begins with a letter of the word they have chosen. An example will make this clear.

If there are five players, they might decide on the adjective **TIGHT**, having five letters. Player No. 1 will act an adjective beginning with T (say, *tired*), the second will act I (*idle*), the third G (*garrulous*), the fourth H (*hilarious*), and the fifth T (*trembling*).

If the other team guess successfully, they score a point, and then select their representatives to do the acting.

ACTING TOWNS

Groups of about four players take it in turn to go out of the room, and prepare to act the name of a town, which must be one without speaking.

It may save time if the leader has in readiness a list of suitable towns, which he can suggest, and so save the team spending a long while in thinking of a town. Examples are: *Altrincham, Settle, Brighton, Eastbourne, Leeds*. Other suitable towns may be found listed on page 111.

LETTER TABLEAUX

This event involves considerable preparation beforehand, and may last from half an hour to an hour or more, according to taste. The idea is to have a series of letters read by people in characteristic costume.

The first thing to do is to select the letters from different periods in history, not too formidable a task, as the public libraries have a special classification for letters, and biographies will also prove a happy hunting-ground.

The people who are to read the letters should be carefully selected. They have the head and upper part of the body dressed to suit the period. The background should be plain, and there should be a big, heavy-looking picture frame, with some dark draperies. The man or woman performer sits with

head and shoulders framed, and the letter in the hand. This may be in the form of a scroll when appropriate.

Worked out by someone artistic, this idea will provide an enjoyable entertainment.

FILM CLOSE-UPS

For this game it will be necessary to write a very dramatic and lurid story. Incorporate in it, say, five characters. Those characters are to be represented by five people seated facing the audience.

As you read the story, they have to indicate, by their expressions, the emotions of the people as described in the tale.

PENALTIES

This can be done with large or small numbers, and with players seated about the room in any formation, as long as there is a space near the M.C.

He first calls for a number of objects from the company, e.g., *a wrist watch, hairpin, postage stamp, shoelace, pencil, pen, mirror, comb, brooch, necklet, signet ring, etc.* If it is thought that the company may suspect that ordeals are to follow, it will be a good idea to divide those present into two groups, and let them vie with one another in producing the articles quickly.

This next stage is for the M.C. to say, "Who is the owner of this?" and hold up an article. He then says, "Before you can have it back you must do so-and-so." He has a list of the stunts to be carried out, and can allot those that are more or less appropriate to the player concerned. Here is a list:

1. If you had ten children and your wife was ill in bed on washing-day, how would you set about the day's work?
2. Make a rabbit out of a handkerchief.
3. Say backwards "A bird in the hand is worth two in the bush."
4. Do the "Umbrella Walk" (description on page 81).
5. Kiss four bare legs. (This can most easily be done by kissing the legs of a chair, but the victim may do something quite different!)
6. Sing a song as a child of five might sing it.

7. You have won first prize in a beauty competition. Make the appropriate speech.
8. Imitate by action four zoo animals.
9. Select a lady from the company and, in dumb show, propose to her in the Victorian manner.
10. Lady Whatsit, who was to have opened a Bring-and-buy sale, is ill. Take her place.
11. Say a tongue twister. (See page 85.)
12. Select a lady from the company and sell her an electric washing machine.
13. Imitate a Cockney flower seller.
14. A dramatic actress, on board ship, has just been jilted. Make her speech before she throws herself overboard.
15. You have taken a two-year-old to the zoo, and he screams with fear at the hippo. Quieten him.
16. Sing the second verse of "God save the King."
17. What do the figures on the face of the clock add up to?
18. If you were not yourself, whom would you choose to be? Say why.
19. Say the months of the year in alphabetical order.
20. Wrap up articles into a parcel, blindfolded.

SONG GROUPS

Arrange your party in groups of, say, 6 to 12. They are to get together, appoint a leader or conductor, decide upon a song, and sing it to the rest of the company.

You can, if you like, have two judges to decide which group gave the best performance.

An alternative: Another way of arranging this game is to give out slips of paper containing the name of a song. All those having similar slips group themselves, and proceed to sing the song that is indicated.

PROVERB GROUPS

Get your company into groups by giving each a slip containing one word in a proverb.

When players are sorted out, let each group step forward and perform their proverb. You will of course have selected proverbs that lend themselves to miming.

SHOPPING ABROAD

Players are divided into groups (of 6 to 9) well separated. The M.C. stands away from the groups, and has in his hand a list of articles.

One player from each group goes to the M.C., who whispers the name of an article. The player returns to his group and, imagining that he is abroad and unable to speak the language, represents the object by dumb show.

When the others have guessed what it is, another player goes to the M.C. to learn what the second object is to be. Continue until one group has worked through the list.

This causes a lot of fun, and the following objects are suggested as giving scope. Select 12 to 15 of them.

Melon, kettle, hymn book, chair, roller skates, skein of wool, sponge, tablecloth, pair of shears, vest, mincer, some lace, rabbit, hearthrug, alarm clock, badminton racquet, gramophone, fountain pen, bed, clothes pegs, spade, rubber ball, sleeping draught, sou'wester, harp, torch, ribbon, match.

ACTING PAIRS

Players are grouped as in the last game, but two people at a time go to the M.C. for instructions. They have to return to their group and portray famous "pairs" e.g. Dick Whittington and his cat, Jack and Jill, Mary and the lamb. A selection will be found on page 44.

ANIMAL IMITATORS

Send about four people from the room. Each one is to be recalled separately and asked to represent an animal for the rest of the players to guess.

Decide upon the first animal. The M.C. explains to the audience that this game is really a "have." The victim is to represent, say, a lion, and the onlookers will shout their guesses, which will be anything and everything but "lion." When the victim has tired of representing the animal with such unsatisfactory results, he is let into the secret, and allowed to take a seat whilst the next one is called in.

This game is easy to run, and provides a hilarious interlude. Suitable animals are *butterfly, snake, monkey, dog.*

POSING

Ask four volunteers (girls) to go out of the room. Those inside decide on some pose that they have to adopt. They are asked in one at a time and told what to do. The onlookers vote for the best out of the four. Then four men withdraw, and a fresh situation is explained to them.

Here are suggested poses—to give an idea of the sort of thing to select: (1) A girl reading a telegram to say that her sailor sweetheart is home. (2) Man reading a letter to say that his girl has thrown him over. (3) Girl who has just won a beauty competition. (4) Man who has just finished swimming the channel. (5) A drink on a hot day.

A variation of this idea is to have two groups of about half a dozen. Players stand facing audience. One of group "A" announces a "pose" and all the members of group "B" immediately strike the attitude. Group "A" decide who is most successful, whereupon he (or she) announces what pose has to be adopted by the other team; and so on, alternately.

LAUGHTER MAKERS

This is very amusing for the onlookers. Ask for volunteers, six girls and six men. Seat them in pairs facing one another, and in good view of the rest. Then announce simply that each man has to make his partner laugh. He can use any means he likes. All sorts of devices will be tried.

When the girl laughs she has to withdraw, and the man thus freed can assist his companions in their efforts, until only one girl remains, the winner.

THE SOLEMN SINGERS

Six girls and six men come forward and stand in pairs. You then announce what they have to do. One pair at a time will be asked to face one another and to sing some ditty that they have previously decided upon, *independently*.

On the word "Go!" they start simultaneously to sing their ditty, and they sing at one another until one laughs. The second couple then perform in the same way, and finals can be arranged with the winners singing at one another until only one player is left. Great fun!

SECTION IV

TEAM GAMES

Although most of these games are suggested for two or more competing teams, a good many of them can be run off in separate heats and then a final. This gives an opportunity of awarding a prize to an individual player, the one who proves to be the winner.

Further team games will be found amongst the "Mixing" and the "Wordy" Games.

WHAT SONG?

Arrange your players in two sides, and let the side that first produces the correct answer score a point. Should your company be specially musical, you can make the task a little harder by putting the questions to individuals instead of the "side."

Now for the idea: below are phrases taken from well-known songs. Call out the phrases, and players have to give the title or first line of the songs from which they are taken.

1. Whiz, slap, bang!
2. low and sweet
3. a blooming bride
4. trinkets and tokens.
5. the fork is to the knife
6. this shocking affair
7. Let's finish the bowl
8. Take and keep them if you can
9. Pull out the plug
10. I took a notion
11. a heaven on earth
12. Jove's nectar
13. up and down the whole creation
14. as I lay on my pillow

15. in deep purple hue
16. little log hut
17. left blooming alone
18. A charm from the sky
19. To sing with heart and voice
20. girls are so pretty
21. every morning just at nine
22. change the sky
23. guardian angels
24. I'm coming.

Solutions: 1. Riding down from Bangor; 2. Annie Laurie; 3. Oh, who will o'er the downs?; 4. Come to the fair; 5. Billy Boy; 6. Widdicombe Fair; 7. John Peel; 8. Take a pair of sparkling eyes; 9. What shall we do with a drunken sailor?; 10. Shenandoah; 11. Robin Adair; 12. Drink to me only; 13. De Old Folks at home; 14. My Bonnie; 15. Loch Lomond; 16. Little Brown Jug; 17. The Last Rose of Summer; 18. Home, Sweet Home; 19. God Save the Queen; 20. Cockles and Mussels; 21. Clementine; 22. There is a ladye; 23. Rule, Britannia; 24. Poor Old Joe.

CAT-DRAWING TEAMS

Have two teams of players, seated on chairs, facing one another—any number up to 20 a side.

At the end of the rows place two small blackboards, or some stiff card on which chalk will show up.

Give dice to the players farthest from the blackboards; one has to move along each line. It is tossed on the floor by each player. The first to throw a six runs to the board on his side and draws a body; the first to throw a five adds the head; and so the contest proceeds.

The required numbers—which should be marked up on the boards—are: 6 for body, 5 for head, 3 for eyes (two), 1 for mouth, 1 for whiskers, 4 for tail, 2 for legs (four).

The first team to complete a cat is the winner.

If you wish to make this game more spectacular, get a cube of wood (about 5") or fasten together some cardboard with gumstrip, cover with white paper, and paint on the black dots. You will need one for each side. Use buckets in which to shake the giant dice.

"ROLL GENTLY"

Two teams of players stand in groups. At a distance away from each group is seated a player on a chair, holding firmly the ends of a long double piece of string.

The first of each team takes the other ends, holds the string taut, and slides along it a ping-pong ball. When this reaches the end, it has to be brought back again, by altering the slope of the strings.

This is exciting but not unduly difficult. The successful player hands on the job to next in team; proceed as usual.

JUMBLE TEAMS

The leader has a set of cards (say 16 in. \times 4 in.), which boldly display the jumbled words that he wishes the teams to spell.

Each member of a team has a card with a bold letter on it.

The leader stands on a chair, with two teams in parallel ranks, facing him. Each team has a Captain.

When the leader displays a *jumble*, the people holding the letters indicated get together, line up (under the guidance of their captain) and show the word, correctly formed.

A point is scored by the team that is first to display the word.

It is clear that the leader, in preparing his jumbles beforehand, will write on the players' cards only those letters that will actually be required for use.

An alternative: A simpler variety of this game, which is quite jolly, is played by giving out the letters as above, and the leader shouting out a word (not a *jumble*). The players sort themselves and present the word, the first team to do so gaining the point.

HURRY, WAITER!

Have 2 teams of 8 people, facing one another, with a good space between players as well as between lines.

No. 1 in each team has a plate with a ping-pong ball on it. This player runs in and out down the line, saying to each member, "Here is your breakfast egg, madam (or sir)." When he has completed, he hands the plate to No. 2.

This continues until one team finishes

SHEEP-DOG TRIALS

For this game a good big open space in the middle of the room is required.

Blindfold three men, and give them names such as *Rover*, *Lassie*, *Owd Bob*, etc. Stand each man beside a girl, who is to act as shepherd.

Place three chairs down the room at intervals, ahead of each dog and shepherd. On the word "Go!" the shepherds endeavour to get their dogs round the course by shouting instructions to them, e.g. "Two steps forward, Lassie, now one to the left," etc.

The girls must not move from their positions, and the dogs move in and out and round the chairs in figure-of-eight method. Give five points for the dog who gets back to the shepherd most successfully, not necessarily first. A point should be deducted every time a dog knocks a chair.

LITTLE WILLIE AT THE ZOO

Two teams line up, standing in single file behind one another, with the M.C. facing them. He names them, thus: Mother, father, Little Willie, big birds, little birds, lions, tigers, monkeys, elephants, and so on, using different animals until all the players are named. The two teams have corresponding names.

Then the M.C. starts to tell a story, and every time a name is mentioned, that player, in both teams, moves from his place, runs right round the line and back into place. The one arriving home first scores a point for his team.

A non-player should be responsible for the exacting task of keeping the score! The game becomes hilarious when the names are mentioned in quick succession, and at any point the narrator can say "*All the animals*," when all follow Father, moving to the right, and back to places.

BOOK RACE

Players face each other on a row of chairs, men versus girls. At the end of each row is a book on a chair. First player places book on head and walks completely round chairs and replaces book. Then he occupies seat number two, as in the meantime

the second player has moved up to be ready to repeat the operation. Continue until one team wins. If a book is dropped, the player must go back to the starting point.

This can also be arranged without chairs. The two teams line up. Number one places book on head, proceeds to end of room, walks round a chair and back to team, handing book to second player. Proceed as usual.

FLAG RACE

With coloured crepe paper (red, yellow and green) cut in squares and tacked to small sticks, make three little flags.

Place these on chairs at the head of your three teams. Each player takes a flag, runs round the team and replaces flag. Second player does the same. Repeat until one team has finished.

SOU'WESTER RACE

Two rows of girls (about 8 in each) are seated on chairs. Ahead of each team is a chair containing a man's sou'wester, and on the floor beside it is a pair of the biggest boots available. *Note:* this game is not suitable for girls wearing dainty stockings; they should be wearing ankle socks only, and should discard their shoes before commencing.

The first girl goes to the chair, puts on the sou'wester and the boots and runs (if she can) completely round the row of chairs. She replaces the "equipment" and the second girl repeats the performance. Continue until one team wins.

OVER-UNDER

Players stand behind one another in two teams. The one in front passes a *balloon* over his head and the second passes it under his feet. This continues alternately to the end of the line, when the last player runs to the front.

Continue until all players have changed places. The first team to complete gives a shout.

Alternative: A simpler way is to have the two teams facing, and to pass the balloon from hand to hand to the end, when the last player runs round with it.

CAFETERIA RACE

Have two teams standing, facing one another. Give the leader of each a small tray with a tumbler nearly full of water. He has to walk completely round without spilling the water, and present the tumbler on the tray to the next player.

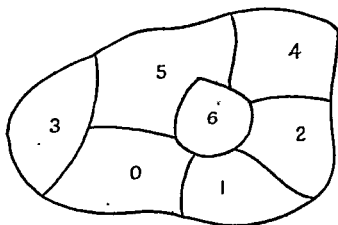
The winning team is the first to complete without spilling the water.

CRAZY BOWLS

This can be played in teams or with a single group of people.

Draw with chalk at one end of the room some irregular shapes containing numbers, as shown in the diagram.

Players stand a distance away and roll a tennis ball, scoring according to the numbered division in which it comes to rest.



PLAYING-CARD TEAMS

Have two teams of 13, seated, facing one another. No. 1 in each team holds a pack of cards.

Name a suit. No. 1 has to go through the cards and extract the *ace* of that suit. He then passes the pack to No. 2, who goes through it and selects the *two*.

This is done all down the line, until the 13 players hold the 13 cards in proper order. The first team to do this wins.

PREDICAMENTS AND REMEDIES

Players are seated in two teams, facing one another. Each member of the "Predicaments team" whispers to his left-hand neighbour some kind of mishap or predicament. Each member of the other team whispers a remedy that might be applied in an imaginary emergency.

Then the fun begins. No. 1 of the first team calls out his predicament and No. 1 of the opposite team gives the remedy.

An alternative: Instead of predicaments you can have Ailments and Remedies.

PILLOW-CASE RACE

Have two teams, seated, one player behind the other—men and girls alternately. At the head of each team place on a table a pillow in a case.

The first girl in each team has to go forward and take the pillow out of its case, then run round the chairs back to her position. No. 2 (man) then goes up and puts the pillow into the case. The two operations go on alternately until one team has finished.

TINS AND CIRCLES

At one end of the room draw two big chalk circles.

At the other end, line up two teams of six to ten players. Each team has a tin. (This can be the lid of a biscuit box, or a sandwich tin.)

Player No. 1 of each team has to slide the tin down the room into the chalk circle. If he fails, someone standing by the circle sends it back again. This goes on until No. 1 gets the tin into the circle. Then the tin is sent back and player No. 2 does the same. Repeat until one team wins.

This is a noisy and exciting contest.

SCAVENGER HUNT

Divide the party into two or more groups of about ten. Each group appoints a leader. The M.C. calls for certain articles, and the first group to produce the article (which only the leader may present to the M.C.) secures a point.

Suggested articles are: bus ticket, pencil, 2d. stamp, lip-stick, belt, diamond ring, shoelace, 3d. piece, man's tie-pin, a white hair, diary, thimble, picture post-card, fountain pen, pound note, yellow handkerchief, nail file, braces, pair of scissors, gold watch.

BALLOON POPPING

Have two teams of about 8 each, seated, facing. Supply each player with a balloon.

No. 1 of each team blows up his balloon, sits on it and bursts it. Immediately on the "pop," No. 2 follows. Repeat until one team finishes.

This causes such hilarity that the wastage in balloons seems to be justified.

CLOTHES AND THE MAN

This is a team race, requiring three men, and three teams of six girls each.

The men stand at one end of the room with three girls, to be numbered 4, 5 and 6, beside them. The other girls of the teams, numbers 1, 2 and 3 are at the farther end, and on the word "Go," number 1 runs to the man, takes off his coat and hands it to No. 4. No. 2 then runs up, takes off his tie and hands it to No. 5. No. 3 then runs up, takes off his collar and hands it to No. 6. Numbers 4, 5 and 6 then combine forces and re-dress the man.

BALL AND TIN RACE

This is a relay race, suitable for two or three teams.

At one end of the room two people hold a piece of string, stretched at about four feet from the ground. A member of each team has to run to the string, carrying in the right hand a tennis ball on a round tin (the kind the housewives call a sandwich tin being suitable). Arriving at the string, the player has to drop the ball over it and catch it as it bounces. When he has succeeded in doing this he runs back with ball on tin as before, and hands them to the second player in the team.

DESERT ISLANDS

This is a sociable, quiet, interesting game that lasts twenty minutes or so.

Get the players into groups (six to a dozen or more) seated round tables. One is appointed as leader and has a paper and pencil. Make your announcements as follows:

(1) Write down all the *Foods* you can think of, beginning with T. Members of the team make suggestions, and the leader writes. Allow three or four minutes.

(2) Names of *Drinks*, beginning with C.

(3) Names of *Articles of Clothing*, beginning with C.

(4) Names of *Household Furnishings*. Fitments, Utensils, etc., beginning with St.

The next stage is to ask the leader of Group One to call out his list of Foods. All the other leaders strike out of their lists any identical items that they have written down. The leader of Group Two calls out those he has left, and this goes on (through all the lists) until each group is left with only those items that no one else has thought of.

Now comes the final stage. Explain to your company that each group is on a desert island, shipwrecked. The leader has to stand and read out what foods he has for his companions to live on, what drinks they will have, what they will wear, and finally the equipment they will have available for building a home.

SONG RHYMES

Arrange the party in two teams. The object of the contest is to guess the name of a song when given the last word of each of the first four lines.

If no one in the team gives the correct answer, the M.C. taps out with a pencil the rhythm of the song. If there is still no guess, the other team is given the chance.

The scoring is: 2 points if guessed at once; one point if guessed after tapping; one point if guessed by opposite team, who then have first turn. It is necessary to have a good collection of songs ready; here are a few examples.

Ocean—sea—ocean—me	My Bonnie
Do—you—carriage—two	Daisy Bell
Gay—day—away—morning	D'ye ken John Peel?

COTTON REELS

There should be two teams for this contest, either standing or seated.

On each of two chairs place four empty cotton reels balanced one on top of the other.

The first competitor has to lift the reels, carry them right round his line and back to their position on the chair. No. 2 follows.

Continue until one team wins. If a reel drops, the player returns to starting-point.

A BEAUTY CONTEST

Arrange the party in groups of twelve to fifteen, and see that each group contains at least three or four men. The M.C. asks for a representative to be sent from each group who most nearly answers to the description given (see items below). These are lined up, facing the room, duly judged by a lady and gentleman, and the winner scores a point for his group. A great deal of friendliness and fun is promoted by this game, and the descriptions can be varied to taste! Below are suggestions:

1. The girl with the prettiest hair.
2. The man with the longest arms.
3. The girl with the finest teeth.
4. The man with the biggest ears.
5. The girl with the slimmest waist.
6. The man with the nicest hands.
7. The girl with the most dreamy eyes.
8. The man with the cleanest collar.
9. The girl with the best carriage.
10. The most flexible man (bending and touching toes).
11. The girl with the best complexion.
12. The man with the broadest smile.
13. The girl with the neatest ankle.
14. The man with the most knobbly knees.

TRUE AND FALSE CHAIRS

Arrange the party in two teams, seated on chairs, facing another. Number them from one onwards. Place an emp

chair at each end, between the two rows of players. Call one of these the "True chair" and the other the "False chair."

The game consists of making a statement to each pair of players in turn. If it is a true statement they have to run and attempt to sit on the True chair. If they think it is a false statement they make for the False chair. Sometimes one player will sit in the True and one in the False chair, or both will rush for the same chair. The first to be seated correctly scores a point for his side.

The statements must be short and simple but somewhat debatable or catchy, e.g. Rhubarb is a fruit; November has thirty days; Lake Coniston is in Cumberland; etymology has to do with insects.

PEA AND SPOON RACE

Arrange two teams, facing one another, and seated on chairs.

At one end of each row is a chair with a saucer containing six peas. At the other end is a chair with an empty saucer. The first player on each side has a small teaspoon, with which he takes up one pea. This is passed from hand to hand, and the last in the row drops the pea in the saucer. The spoon is returned hand to hand to the beginning of the line, when the first player takes up another pea.

This continues until the last pea has been transferred to the waiting saucer.

I NEWSPAPER HUNT

This is another group game, for teams of six or so. Give each group two or three sheets of newspaper. Several players can look over one paper.

The idea is to ask all players to hunt for certain words or phrases, and the first to come forward with the required item scores a point for the group.

Here are some suggestions: a five-syllable word, a word beginning and ending with the same letter, a word of two syllables beginning with G, a word of three syllables beginning with S, a hyphenated word beginning with R, a word

SECTION V

ROMPING GAMES

This is a small collection of the more riotous and informal games, and those giving plenty of movement. They do not require music. Some are suitable for out-of-doors as well as indoors.

CRAZY AIRWAYS

Competitors have pencils and cards. Any number up to 48 may take part.

Round the room are placed eight sheets of paper, each containing six pairs of names. The sets are given below.

The idea of the game is that all the players are making an air journey from town to town. All are flying by the same route, but each starts off at a different point. This means that on each competitor's card you must write the name of the town at which he is to begin his journey.

The player first seeks his town on one of the display sheets. Having found it, he writes down the name of the town to which he has to fly. He then goes in search of this; finding it on another sheet he writes the name of the next stop, and so on.

If the sheets are well distributed about a big room the result will be an exciting hustle from place to place. The winner is the player who visits the largest number of places in the time allotted, say 15 to 20 minutes.

Sheet 1

London to Hull
Los Angeles to Mexico
Aden to Durban
Ceylon to Rangoon
Perth to Wellington
Paris to Venice

Sheet 2

Glasgow to Shetlands
Rangoon to Malay
Alaska to Vancouver
Montevideo to Senegal
Amsterdam to Brussels
Lisbon to Bordeaux

Sheet 3

Venice to Budapest
Winnipeg to Ontario
Brest to Southampton
Durban to Delhi
Hong Kong to Tokyo
Brisbane to Perth

Sheet 5

Manila to Hong Kong
Quebec to Montreal
Cairo to Aden
Chicago to Los Angeles
Havana to Cuba
Trinidad to Peru

Sheet 7

Brussels to Paris
Vancouver to Winnipeg
Bordeaux to Brest
Senegal to Madeira
Dublin to Glasgow
Oslo to London

Sheet 4

Mexico to Havana
Hull to Amsterdam
Cuba to Trinidad
Dunedin to Alaska
Peru to Montevideo
Shetlands to Oslo

Sheet 6

Delhi to Ceylon
Tokyo to Brisbane
Borneo to Manila
New York to Chicago
Southampton to Dublin
Budapest to Cyprus

Sheet 8

Ontario to Quebec
Cyprus to Cairo
Montreal to New York
Malay to Borneo
Wellington to Dunedin
Madeira to Lisbon

FOUR SUITS

At one end of the room place, face downwards singly on the floor, a set of playing cards, the four suits in four separate groups. The suit must be previously shuffled, so that they are laid down just as they come. At the other end of the room line up four teams of 13 players.

Player No. 1 has to run to the cards, turn them up until he finds the ace, and run back with it to the starting-point. Then No. 2 runs to the cards, finds the two and runs back with it. This goes on until one team has brought back the complete suit.

DRESSING RACE

This is a team race, for groups of six.

Procure some hat bags, say three (or more if your space will permit of more teams.) Into each bag put six articles, such as:

hat, scarf, glove, shoe, belt, pair of sun-glasses. Place each bag on a chair and line up players behind it.

On the word "Go," the first player takes an article from the bag, puts it on, and runs to the other end of the room and back, placing the article on the chair. The second player immediately takes out the second article, and runs. This is repeated until number 6 of one team is home.

CIRCLE STEPPERS

Chalk a number of circles round the outside edge of the floor, as many as there are players.

One player stands in the middle of the room, and it is his object to get into one of the circles.

The rest of the players step continuously from circle to circle, and as there is actually a spare one, the player in the middle *ought* to be able to get into it. He makes repeated efforts, and when he is successful the player nearest to him who is not properly inside a circle takes his place in the middle.

Continue as long as you like.

TRAMS

Arrange players in two long rows, facing one another, and seated. They are supposed to be in a tram.

The "conductor" stands at the end and calls out the names of stopping-places. If he calls out "*So-and-so Street*", no one moves. If he calls "*So-and-so Square*", or any other kind of name, all the players cross and change seats. If he calls "*So-and-so Road*", all the players run out of the tram, round, and in again at the top.

The Conductor gets a seat when he can, and the person thus excluded takes his place.

AUCTION SALE

Arrange a circle of 15 chairs, spaced so as to give plenty of room in the middle.

The "Auctioneer" has a list of articles, and he gives the name of one article to each player.

He then runs round the circle, calling out names, and, as an article is named, the player gets up and follows the Auctioneer. Soon all are up, and then he shouts "Sold" and all rush back to their original seats. The Auctioneer secures a seat, and the one left standing takes his place for the next round.

Here are suggested articles: *table, bed, wardrobe, bath tub, parrot, warming pan, curly rug, antimacassars, grandfather clock, whatnot, rocking chair, stuffed fish, hassock, dresser, tea service.*

(NOTE: The numbers can be increased.)

VACANT CHAIR

If the chairs are in a circle ready for another game, this is a good romp that will last but a few minutes.

Players are seated, with the exception of one. One chair is left vacant. The object of the player in the middle is to get into a vacant chair, but this is made difficult by the players moving round continuously.

When he does manage to hurl himself into a chair, the player on his right goes to the centre.

I'M HERE

This is a jolly game for the younger folk.

Players take hands and form a big circle. Two are in the middle, *blindfolded*, and each is provided with a magazine or newspaper tightly rolled and tied to form a truncheon. Their object is to hit one another and each player indicates his position by saying "I'm here!" Each time this is said, the other player gives one hit.

When a player is hit, a change is made, and two others go to the centre.

SHIPS ON THE OCEAN

This is suitable for a big hall.

Get the players into four groups, one in each corner, with the exception of two who stand in the middle of the room and represent *torpedoes*. Each corner represents a *country*, e.g., India, Australia, Canada, Africa, and the players are *ships*.

The idea is that on the word of command two lots of ships change places (e.g., India to Africa). While they are crossing the ocean, the torpedoes touch as many as they can. The players touched have to drop to the floor (or stand with arms folded if the floor is too dusty!).

It will be well to have a whistle when giving the commands. When the numbers become small, use one torpedo only.

AIR MAIL

This game provides for movement about the house, or around a large hall.

Save up a dozen boxes, such as those containing the breakfast cereal. Label them with the names of *Countries*. Seal the open end with gumstrip but make a big slit in the wide side. Place them about the house or hall.

Now prepare a heap of little slips, each bearing the name of a well-known town in the countries selected. You can have several for one town if you like.

The grade of difficulty can be varied according to the age or intelligence of the players. These slips should be on a table, face downwards.

Players come along and take one slip at a time, write their name on it, and "fly" off and deliver it in the box of the appropriate country.

When the papers are used up, blow a whistle to call a halt. Then collect the boxes and check contents to see that the "towns" are in the correct "countries". Give a prize to the player who has disposed accurately of the biggest number of slips.

PASSING THE BALL

This is a very informal game, and participants and onlookers are generally aching with laughter by the time it is finished.

Arrange two teams, facing one another, and alternate the men and women. The idea is to pass a tennis ball along the team by transferring it from neck to neck. It will be found that it is quite easy to hold it firmly under the chin, but not so easy to pass it to one's neighbour without touching it with the hands. Attitudes are varied and strange! If the ball is dropped,

it must be returned to the beginning of the line. The first line to get the ball to the end wins.

PASSING OBJECTS

This is for two teams, of, say, a dozen. Arrange the players facing one another, standing. At the end of each row is a chair containing an assorted lot of objects, large and small. These have to be passed from hand to hand along the players in front, and then behind them. Any object dropped has to be returned to the chair.

The greatest fun comes when a player is dealing with two objects, one in front of him and the other being passed behind.

THE KEY GAME

For this game a large circle of chairs is required, and a corresponding number of players. All walk round the room in pairs, singing a popular ditty. The leaders hold a big bunch of keys, and at any moment they throw the keys on the floor.

Immediately all stop singing and rush for the chairs. The last pair to be seated retain their seats. Another pair take the keys and the performance is repeated.

THE UMBRELLA WALK

Four to six players can compete in this event, according to the width of the room. They have to walk the length of the room, carrying an open umbrella to assist them in preserving balance, and also incidentally adding to the fun for those watching.

This is the method of walking. Instead of placing the right foot ahead of the left as one would do normally, it is swung round behind the left until the toe is a little ahead of the stationary left foot. Then the left foot is similarly swung behind the right and planted a little ahead. After some preliminary wobbling, the poise of the body can be adapted to these swinging movements and a fair amount of speed maintained.

MAN THE LIFEBOAT

This is a jolly game for about 12 to 20 men or boys, and great fun to watch.

Draw a chalk line near one end of the room, to represent the lifeboat. If the carpet has been rolled up it can be used for the lifeboat. Players stand in middle of room. M.C. gives the instructions:

(a) *Man the Lifeboat*—Players get to other side of the chalk line.

(b) *Abandon Ship*—Players fling themselves on the floor on their backs.

(c) *Sharks*—Players lie on faces.

(d) *Bosun's aboard*—Players stand, salute and say: "Ay, Ay, Sir."

M.C. gives out these commands in any order, and the last player to obey is out of the game.

SECTION VI

TALKING GAMES

The above description is given to these games because they involve little beyond talking. They can be arranged spontaneously, with hardly any preparation, and no papers or props.

There are talking games in the Wordy section, but they call for more skill and in some cases the ability to juggle with words. Many also need papers and pencils.

SHIPS

Divide the party into two sides, of not more than 10. All decide upon a letter of the alphabet.

Then the leader, calling upon the first player in each team to answer, says:

"My ship is going to . . ."

The first to call out the name of a place beginning with the chosen letter wins a point for his team. The second players in the teams then prepare to call out the answer to the second question.

2. It has a cargo of . . . (*name a manufactured article*).
3. The cargo will be delivered at . . . (*name another place*).
4. An important public man on board is named . . .
5. The game most popular on board is . . .
6. The favourite breakfast dish is . . .
7. The tune most often played by the orchestra is . . .
8. A stop is made to take in a fresh supply of vegetables.
What kind?
9. The winner of the fancy-dress dance represented . . .
10. The final destination will be . . .

OCCUPATIONS

One player goes out of the room, and those inside select an *occupation or trade*.

When the victim returns, he asks players in turn: "What do I require?"

He has three guesses, and if unsuccessful in guessing the occupation, he pays a forfeit.

Someone else then takes a turn.

THE KITCHEN RUNS RIOT

Add a letter at the beginning, at the end, or in the middle of the word shown in italics, and this will give you the required word.

1. The *rag* gets cross.
2. The *tea* is sorrowful.
3. The *tub* gets thrown away.
4. The *salt* gives a command.
5. The *mop* droops.
6. The *cat* talks big.
7. The *door* becomes good-natured.
8. The *pan* needs a doctor.
9. The *tray* wanders.
10. The *mat* wants company.
11. The *table* stands its ground.
12. The *cloth* wants to be a garment.
13. The *rice* has value.
14. The *pin* is miserable.
15. The *light* is offended.
16. The *plate* appreciates nice things.
17. The *tools* serve to support us.
18. The *poker* becomes an animal.
19. The *grate* spins round.
20. The *coal* becomes beautiful.
21. The *nails* crawl.
22. The *sauce* becomes china.
23. The *reel* gets gay.
24. The *toxel* goes into the garden.

Solutions: 1. Rage, 2. tear, 3. stub, 4. shalt, 5. mope, 6. cant, 7. donor, 8. pain, 9. stray, 10. mate, 11. stable, 12. clothe, 13. price, 14. pine, 15. slight, 16. palate, 17. stools, 18. porker, 19. gyrate, 20. coral, 21. snails, 22. saucer, 23. revel, 24. towel.

MIXED PROVERBS

For this game you can deal with the players individually, and impose a penalty if they fail to answer by the time you have counted ten. Alternatively, you may have two teams, and put the first test to No. 1 of both teams, the first to give the correct answer scoring a point for his team.

The idea is to call out proverbs with the words in the wrong order. They should not be too simple. For example, *time a saves in stitch nine* would be obvious. Here are some suitable proverbs.

1. a horse the in never look gift mouth.
2. evil all root the the of of love is money.
3. was conceal to thoughts speech man his given to.
4. and wait no tide man time for.
5. strong is as as a chain link weakest.
6. can't and eat have you your it cake.
7. more to is give it to blessed receive than.
8. be against a divided if cannot house house that itself stand.
9. is without prophet a save not honour own his in country.
10. of man is sleep the sweet a labouring.
11. according fool to his answer folly a.
12. new under no is sun there the thing.
13. our spend as told we is a that years tale.
14. there the counsellors safety in of multitude is.

TONGUE TWISTERS

These may be used as penalties or forfeits. They also make an amusing contest in themselves. Divide the party into two sides. Read a tongue twister and ask the player to say it three times in quick succession. If he does this passably well, he gains a point for his side. The same sentence can be given to the next two or three players. Then change to another.

1. She threw the six fried fish in the fireplace.
2. Is a newly appointed Royal Academician in a position to make a decision?
3. Henry Hepplewhite had a hundred hungry hedgehogs.
4. Twisting and turning, the twenty-two trampers tried to traverse the twelve ridges.
5. Esau Wood's wood saw would saw wood as no other would saw wood.

6. Wally waddled through the wood where the wagtails warbled.
7. Saturday's coal stocks soared.
8. Helen always heats the iron hastily.
9. Please screw through six thicknesses.
10. I sniff shop snuff. You sniff shop snuff.
11. Oliver Oswaldtwistle ogled an orange seller.
12. I want two dozen double damask dinner napkins.
13. Miss Elizabeth Thistlethwaite would often whistle as she used the thick brush with the stiff bristles.
14. Can you imagine an imaginary manager managing an imaginary menagerie?
15. If a gumboil could boil oil, how much oil would a gumboil boil?
16. Mrs. Craig embroidered a red bag and made a rag rug.

LIKES AND DISLIKES

Players are seated in a circle. The leader starts by saying something like this: "I like herring but I don't like plaice."

He then invites others to make a similar statement. He tells them if they are right or wrong. He can make further statements to illustrate what is in his mind.

This can be continued until those who haven't "tumbled to it" decide to give it up. The secret is that he likes things with doubled letters, e.g. *herring*.

THE LIFE BELT

Ask half a dozen people to sit facing the audience. Tell them that they were on a ship that has been wrecked, are now in the water, and there is only one life belt. Who is to have it?

Each states his case, and makes a claim to be a valuable member of the community. The other players then vote for the winner.

QUEER TOOLS

This is an interesting Quiz. Divide the party into two. Instead of questioning individual members, throw the questions open to the whole side, as the tools are so queer that only one or two members of a side are likely to know the answer.

Flower beginning with B	bryony
Something to make you beautiful	cosmetics
Queer looking animal	dromedary
Girl's name	Emma
Favourite supper dish	fish and chips
Boy's name	Godfrey
Uncouth youth	hobbledehoy
Adjective meaning hard-up	impecunious
A sports meeting	jamboree
Motto	Kind hearts are . . .
Name of a 5-line verse	limerick
Tree with large flowers	magnolia
A tinned food	Nestle's milk
Word meaning to waver	oscillate
Hero of a famous children's poem	Pied Piper
Play (Author no longer living)	Quality Street
Musical term	rallentando
Term used in chess	stalemate
Another word for mosaic	tessellated
An imaginary island	Utopia
Full name for 'cello (spell it)	violoncello
Strings of shell beads used for money (N. American Indians)	wampum
Celluloid	xylonite
Veil used in the East	Yashmak
Natural history of animals	zoology

SOUND EFFECTS

Players are seated in a circle, and the leader tells a story, which may be invented as he goes along or prepared beforehand. He introduces a lot of references to different sounds, and each player has to make the sound when his turn comes. Those who fail to respond promptly fall out of the game, remaining with arms folded.

The story might begin something like this: "It was a dark winter's night and as I sat in my room the wind began to *howl*. Presently there was a *clap* of thunder, and I heard the little girl next door cry, 'Mummy, mummy!' Then the kitten, who had been asleep by the fire, jumped on my lap with a *miaow*. . . ."

OBSERVANT MEN

Seat six men opposite to six girls. Ask them to look at their partners and say, "My choice is good."

Now turn the chairs so that the players are back to back. Proceed to test the men's powers of observation by firing questions at them, e.g. What is the colour of her eyes? Is she wearing a wrist-watch? What is the colour of the dress? Has she a brooch?

After each man has been tested, the most successful may be decided by popular vote.

GHOSTS

The popular version of this word-making game runs as follows. Player No. 1 names a letter, and the next player adds a letter, having a definite word in mind. This goes on until a player finishes a word. He then loses a life, and a fresh word is begun by the next player. The idea is to prolong a word as far as possible and avoid finishing it. Sometimes a player terminates a word by accident. He may be thinking of "players" and by adding "y" to "pla" forms the word "play". He must of course pay the penalty.

The loss of three lives means exclusion from the game, and thus the numbers are reduced. It is best to make the rule that three-letter words are ignored, and that proper names should not be used. Should a player add a letter that seems "impossible" and his neighbour is unable to continue, he may challenge him. Should the word in mind prove to be legitimate, the challenger loses a life.

A variation: Instead of building the words in the straightforward manner described, add the letters anywhere, as long as the sequence is not disturbed. For example, starting with "u", the next player says "us", the next "mus", the next "amus". Then comes "amuse" if the player is not alert, or "amusi" if he is thinking of "amusing".

QUICK THINKING

This game admits of a good deal of variety, and can be adapted to the age and tastes of the players. It is suitable for a small number.

The leader must have a score paper headed with the names of those taking part, and he must act as judge in case of disputes.

Player No. 1 calls for a series of six items to be named, beginning with a specified initial. The first of the other players to call out the correct answer scores a point. He might say, "Name a *tree* beginning with 'A'"; someone will call "Ash" and score. "Name an object in this room beginning with 'R'." The answer "Radio" will score a point.

After No. 1 has had his six turns, No. 2 does the same, and so on round the group.

There is hardly a limit to the classes of items that may be called for, but the following are suggestions: plays, novels, films, prominent people, fishes, flowers, dress materials, counties, Christian names, articles found in grocer's shop, etc., in a kitchen, etc., local streets, hobbies, sports, crafts, characters in fiction, Kings or Queens, Old Testament characters, food-stuffs, drinks, makes of car.

The leader can run through these by way of guidance.

SECTION VII

FIRESIDE GAMES

These are Fireside Games in the sense that most of them involve quiet thinking. A good many require papers and pencils.

Games that can be used round the fire will be found in other sections also.

Some of the items given here can be adapted as Wall Competitions, for encouraging your players to move about the room.

EPIGRAMITIS

Give out papers to the players. Then call out to them, *in any order*, the familiar phrases listed below. How many people will know which come from the Old Testament, which from the New Testament, and which from the works of Shakespeare?

All that players need to do is to write on their papers:

O.T.

N.T.

S.

- In calling out, you must number your items, and players place the number under the heading to which they think it belongs. For convenience the phrases are printed in three accurate lists.

- *Old Testament*

It is not good that the man should be alone.

I am escaped with the skin of my teeth.

There is death in the pot.

For riches certainly make themselves wings.

Hope deferred maketh the heart sick.

For they have sown the wind, and shall reap the whirlwind.

Is there no balm in Gilead?

We all do fade as a leaf.

The desert shall rejoice, and blossom as the rose.

- Many waters cannot quench love.

They shall beat their swords into ploughshares.

Of making many books there is no end.

For a living dog is better than a dead lion.
It is better to dwell in a corner of the house-top than with a
brawling woman in a wide house.

New Testament

Let not thy left hand know what thy right hand doeth.
Where your treasure is, there will your heart be also.
Consider the lilies.
Sufficient unto the day is the evil thereof.
Be ye therefore wise as serpents.
But Wisdom is justified of her children.
The wind bloweth where it listeth.
Judge not according to the appearance.
The letter killeth, but the spirit giveth life.
The law is good, if a man use it lawfully.
Busy-bodies, speaking things which they ought not.
Behold, how great a matter a little fire kindleth!
Fear God. Honour the king.
The tongue can no man tame.

Shakespeare

Present fears are less than horrible imaginings.
The Devil hath power to assume a pleasing shape.
Crabbed age and youth cannot live together.
Poor and content is rich, and rich enough.
Her voice was ever soft, gentle and low.
There is a special providence in the fall of a sparrow.
What's in a name?
Men's evil manners live in brass; their virtues we write in water.
There is nothing either good or bad but thinking makes it so.
Every one can master a grief, but he that has it.
When sorrows come, they come not single spies but in
battalions.
Rich gifts wax poor when givers prove unkind.
A friend should bear his friend's infirmities.
Love thyself last; cherish those hearts that hate thee.

ADJECTIVAL STORY

In this game only five people actually take part. The rest are entertained.

Prepare and write down a simple little story in about a hundred words, leaving ten blanks for the adjectives.

Having given four volunteers slips of paper, ask them to write down a mixed lot of adjectives, ten in all.

Now invite one of these players to stand beside you. Read out your story and pause while your partner fills into each blank an adjective from his list.

Read the story again with the second player reading out the adjectives. Repeat.

STORYTELLERS

Ask four people to go out of the room, and then outline the idea of the game.

Player No. 1 enters and you tell him a story—a short one but not too simple or straightforward. Much of the fun will depend on the wise choice of the story.

No. 2 enters and listens whilst No. 1 tells him the story according to his recollection of it. No. 3 enters and hears it from No. 2, and No. 4 from No. 3.

Then you, as leader, repeat the story exactly as you said it first.

ONE-MINUTE TESTS

This is an interesting game. Each member of the party has to call out as many items as possible in the space of one minute, being timed carefully. It can also be used as a paper-and-pencil game, or when forfeits are needed. Selections can be made from the following:

1. Things that give heat.
2. White objects.
3. Names of composers.
4. Things in the kitchen cupboard that smell.
5. Streets in the town.
6. Names of dress materials.
7. Domestic utensils.
8. Things that cut.
9. Things used in an office.
10. Parts of the body.
11. Members of Parliament.

12. Names of animals.
13. Names of Nursery Rhymes.
14. Names of songs.
15. Names of flowers.
16. Names of groceries.
17. Names of sports.
18. Things with wheels.

CLOCK JIGSAW

Look at the pieces on the opposite page. They represent a clock-face cut up into 12 sections. Each piece should have the number of the hour on it, and you will see that "12" is marked as a guide.

Now you have to study the shapes and see which fits into which—just by looking at them. Each time you find a piece that fits against another, write the "hour" on it. Then say what time it is.

To turn this into a party game you can make tracings of the jigsaw and pass them round. The winner will be the first one to declare the correct time.

Another method is to cut the pieces out, after tracing them. Place them in envelopes and give one set to each player. The first to get the face complete and call out the *time* is the winner. (The answer is twelve minutes past nine.)

CONNECTED WORDS

Having given out papers and pencils, decide on a letter of the alphabet. We will suppose that it is "D". Players now have to go through the alphabet writing down pairs of connected words, the second of which begins with "D". A few examples will make this clear.

Anno Domini
Bad Debt
Conan Doyle
Deaf and dumb

When all have completed (or "Time" has been called) they read out their attempts, and strike out any that have been thought of by others. The winner of the round is the one left with the biggest number of original pairs.



It may be well to have two non-players to judge as to what pairs shall be allowed to pass.

AT THE INN

This is an inventory of what might (with a very great stretch of imagination) be found at an inn. At any rate, the words required are all nouns, and each begins with *in*, which is obvious. The missing letters are indicated by asterisks.

- | | |
|--------------|-----------------|
| 1. IN**N*E | 9. IN**IA*S |
| 2. IN**T | 10. IN*T***EN* |
| 3. IN***A*OR | 11. IN**A* |
| 4. IN*E* | 12. INS***N |
| 5. IN***T | 13. IN**D** |
| 6. IN*E** | 14. IND***U** |
| 7. INS***I*N | 15. IN****IE**S |
| 8. IN*IG* | |

Solutions: 1. Incense; 2. ingot; 3. incubator; 4. index; 5. infant; 6. insect; 7. insertion; 8. indigo; 9. initials; 10. instrument; 11. Indian; 12. insulin; 13. infidel; 14. indenture; 15. ingredients.

WHO IS THIS MAN?

This is a rather difficult test, and you must not expect your competitors to know all the answers. The man indicated by each description is one whose name ends with *-man*.

1. A President of the United States.
2. Composer of light operas. Died 1936.
3. Noted as leader of the Oxford Group.
4. Author and artist. Wrote "Little Plays of St. Francis".
5. English theologian. Wrote "The Dream of Gerontius".
6. Editor of "Punch".
7. Politician and friend of Lloyd George.
8. Novelist. Wrote "Barlasch of the Guard".
9. Sculptor. Died 1826.
10. Scholar and poet. Wrote "A Shropshire Lad".
11. American poet. Wrote "Leaves of Grass".
12. Famous Quaker.
13. Popular writer of thrillers.
14. English poet and dramatist. Translated Homer's "Iliad".

15. Wrote a history of the Jews.
16. Circumnavigator. Discovered island that bears his name.

Solutions: 1. Henry Truman; 2. Edward German; 3. Dr. Frank Buchman; 4. Laurence Housman; 5. Cardinal Newman; 6. Sir Owen Seaman; 7. C. F. G. Masterman; 8. Henry Seton Merriman; 9. J. Flaxman; 10. A. E. Housman; 11. Walt Whitman; 12. John Woolman; 13. Sidney Parkman; 14. George Chapman; 15. Henry Hart Milman; 16. Abel J. Tasman.

CRYPTIC CONVERSATION

Two people in the circle carry on a conversation and the others have to guess what is the subject of it. They talk about something that has a double meaning, like *hair* and *hare*, and thus the listeners are put off the scent.

When someone guesses correctly, he and another player start a fresh conversation. Suitable words will be found in the solutions to "Double Meanings" on page 16.

CREATIVE ART

People who are inclined to be artistic, especially those clever with the fingers, will enjoy spending a quiet twenty minutes or so in this way.

Give each of them a tray that has on it (1) the skin of half a grapefruit, (2) a small piece of crêpe paper, (3) 12 pins, (4) 8 matches, (5) a yard length of wool, (6) a pair of scissors.

Tell them they may do exactly what they like with the materials, not necessarily using all of them. You will be surprised at the amusing and clever things that will be contrived.

MEANINGLESS MARKS

Each player has a piece of paper and puts on it four marks—strokes or curves without any special shape or meaning.

Papers are passed to the left, and then the players do their best to make out of the marks four objects or one complete picture of some kind.

Hand them to the most artistic person in the circle, who acts as judge.

SNAPPY SENTENCES

This is a game lasting but a few minutes, and is suitable for 12 to 20 players.

Papers and pencils are handed round, and each player in turn calls out a letter of the alphabet. All take down the letters without knowing their purpose. Then it is announced that a sentence has to be made up of words beginning with those letters, in the order in which they have been taken down.

All read out their sentences, and decide which is the best.

ONE-MINUTE SPEECHES

Impromptu speeches are always good fun. Let each member draw a subject from a hat, and speak for one minute.

Another method is to ask three people to withdraw, and let them return separately and speak on the same subject. It is interesting to compare their handling of it.

Here are a few suggested subjects, not too serious.

1. *Can charm be acquired?*
2. *Should married women have careers?*
3. *Does travel broaden the mind?*
4. *Do scientific inventions add to our happiness?*
5. *Should caning be abolished?*
6. *Should a man on retirement share the housework?*
7. *Should smoking in places of entertainment be prohibited?*
8. *Is indiscriminate cinema-going good for children?*
9. *Should men sew on their own buttons?*
10. *Is routine demoralizing?*
11. *Should crooning be abolished?*
12. *Should married men take up hazardous sports?*
13. *Is admiration of modern art a pose?*
14. *What is a sense of humour?*
15. *What are the three most desirable qualities in a wife?*
16. *What event in history would you like to have witnessed?*
17. *What are the different varieties of courage?*
18. *What is the difference between culture and education?*

FUN WITH PALINDROMES

As you know, a palindrome is a word that is spelt the same way backwards and forwards. "Dad" is a simple example.

When all have finished, and signed their lists, the papers are handed in and the leader reads what is on them. All try to guess whose list is being read. If they fail, the writer owns up.

CARTOONISTS

Each player makes a drawing of the face of his left-hand neighbour. These efforts are handed to the leader, who numbers them, and as he receives them makes his own note of the names of the people they represent.

The papers are then displayed round the room or handed round the circle, and the players enter on another slip of paper their guesses as to the people depicted.

Correct answers are then announced, and players check their results.

Finally the names are written on the papers, so that the "likenesses" can be duly admired.

ONLY A BLOT

Provide each player with a small piece of paper. Get a bottle of ink and let each, in turn, drop a blot in the middle of the paper, fold the sheet, and press it well.

When all have completed their smudges, announce that the strange-looking blot is to be embellished. Either name a specific object, such as a horse, a tree, a car, etc., or allow the players to do exactly what they like with the blot.

Exhibit the efforts and vote for the best.

TRANSPOSITIONS

Below are groups of anagrams. In each row you are required to find the word which has been made by making two letters of the first word change places with each other.

Here is an example: SEAT—SATE TEAS EAST

The required word is "teas" because it is made by making the "s" and "t" of the first word change places.

MEAT—MATE TAME TEAM

SLATE—STEAL STALE TALES LEAST

MITE—ITEM EMIT TIME

SORE—EROS ORES ROSE

CAPE—SPACE PACE SCAPE
 NAMES—MANES MEANS AMENS
 SEAL—SALE ALES LEAS
 REAPS—SPEAR PARES PEARS SPARE

Solutions: Team, stale, time, rose, paces, manes, leas, pears.

WORDS NOT INTENDED

If you have songbooks that you can hand round, ask your players to turn to a particular song and extract as many words as they can from the lines, other than the normal ones of which the verses consist. Almost any song will give scope for this game.

All the players need to do is to write on slips of paper the number of new words they find. Give a time limit, and then check up. Below is a simple illustration.

'Mid pleasures and palaces

Though I may roam,

The first line yields *plea, leas, sure, sand, pal, lace, aces*, and the second contains *him* and *am*.

DOUBLE ACROSTIC

A double acrostic is the usual square formed of words, but the last letters as well as the first spell a word downwards.

Here are the clues of a short acrostic, with five letters down each side. Study them and fill in the words.

Uprights:

My uprights in the countryside are seen,
 And one has lovely berries 'mid the green.

1st word across:

What we're needing he needs, too—
 A useful chap, I think, don't you?

2nd word across:

Powder of a rich, deep shade,
 Much used in the dyeing trade.

3rd word across:

A beast might snatch and eat it thus.
 It wouldn't suit the likes of us.

4th word across:

'Tis such a pleasant hobby, so
To make a record as you go.

5th word across:

Some sing its praise in manner bold.
'Tis oft a comfort to the old.

If you are a small party you can have an interesting game by making your own Acrostics.

Write a word (short) down the left-hand side of your paper. Write another, with the same number of letters, down the right-hand side. Avoid awkward letters like j, q, x and z.

The next step is to fill the spaces across with letters that will form words.

When all the Acrostics are complete, you can score in one of two ways.

(1) Strike out all duplicated words. Score a point for each letter in remaining words.

(2) Call out clues relating to your own words, and the first player to guess the word scores a point.

Solution to Acrostic represented by clues above:

B a k e R
I n d i g O
R a W
C a m e r A
H e a v e N

FILL IN THE BLANKS

Each player is a shopkeeper, and is asked to name the kind of store he has decided upon.

The leader, having found a suitable descriptive article from newspaper or magazine, strikes out all the nouns in it. He then proceeds to read it, and every time he comes to a blank it is the turn of a player to name some article or material that he sells in his shop. This works out in a very amusing way.

THE QUEER ZOO

Give each member of the party a piece of paper. All now have to draw the head of an animal.

Papers are turned down to hide the drawing and passed on to the next player as in "Consequences", but there must be left showing a tiny bit of the neck, so that the next player can link on his drawing. The body is then added, and it should be the body of the animal the player started to draw. The papers are handed on once more and the legs are added.

Unfold the papers and admire the artistic efforts!

VERSIFIERS

A small party with a literary bias may be able to rise to and enjoy this game.

Provide paper and pencil and ask all present to write down a phrase of five words. Papers are then passed to the left, and each player now has to write a verse, not exceeding six lines, incorporating the phrase on his paper. Read out the results, and after eliminating all but three, take a final vote as to the best.

PAIRING OFF

This is a pleasant game for 12 to 20 players.

Deal out a complete pack of cards, with the exception of one, which is laid aside, face downwards.

Players now sort their cards into pairs, as far as they can (two Jacks, two nines, etc.) placing the pairs on their knees. Now, in order to complete further pairs, each player offers his cards, with backs uppermost, to his left-hand neighbour, who takes one.

This operation should start with the dealer and be continued round the circle, until at last one player is left with one card, which will of course be the fellow to that which was laid aside at the beginning.

This player has to pay a penalty (see pages 59 and 60) and the game can be repeated.

MAKE YOUR OWN JUMBLES

Hand out papers and pencils. Each player has to jumble the name of an English town, which must consist of not more than eight letters.

Papers are all passed to the left-hand neighbours, who have to disentangle the jumble and clasp their hands when they have done so.

The last to succeed is "out" and remains with hands clasped. Another jumble is made and passed on, and the performance is repeated, one player dropping out with each round, until one is left as winner.

JUMBLLED CAPITALS

In preparing your own sets of jumbled words for competition purposes, it will be fun if you try to make them look as much like other words as possible. If they *do* form other words, they become, strictly speaking, anagrams. Here are some jumbled Capital Cities.

- | | |
|----------------|------------------|
| 1. I SPAR | 9. FAT BELS |
| 2. CAT ON PEW | 10. NIBLER |
| 3. IS NO GRAPE | 11. MORE |
| 4. AH NEST | 12. RAN BRACE |
| 5. NIL SOB | 13. NO NOLD |
| 6. HIDE L | 14. ENY WORK |
| 7. DID RAM | 15. HA PEG CONEN |
| 8. MOCK SLOTH | 16. TELL GIN NOW |

Solution: 1. Paris; 2. Cape Town; 3. Singapore; 4. Athens; 5. Lisbon; 6. Delhi; 7. Madrid; 8. Stockholm; 9. Belfast; 10. Berlin; 11. Rome; 12. Canberra; 13. London; 14. New York; 15. Copenhagen; 16. Wellington.

A WALKING-TOUR ADVENTURE

This is based on the familiar old game of "Consequences", which never loses its fascination.

Players have strips of paper, and as they write down an item they fold the paper so as to obscure it, and then pass the paper to the left.

For this particular game it is well not to announce the title until all the writing has been done. Here are the items:

1. Adjective descriptive of man.
2. Man's name (preferably real—famous or otherwise).
3. Adjective descriptive of girl.

4. Girl's name.
5. Names of two places.
6. Three articles of man's clothing or equipment.
7. Three articles of girl's clothing.
8. A mishap out of doors (real or imaginary).
9. The remedy.
10. Epigram, slogan or proverb.

One person should do the reading out at the end, so as to fill in the linking phrases adequately. After item 4 the reader will say "went on a walking tour." 5. "From So-and-so to So-and-so." 6. "The contents of the man's rucksack included . . ." 7. "The contents of the girl's rucksack included . . ." 8. Describe what happened to the walkers. 9. Say what they did to put things right. 10. The man's comment at the end of the tour.

DARK DEEDS

This is a shorter form of the "Consequences" game. The items are as follows:

- (1) Your name.
- (2) The worst thing you ever did in your life.
- (3) Why you did it.
- (4) The result.

THE THREE WORDS

Each player writes three words on separate slips of paper. The papers are placed in a hat and shaken.

The hat is passed round, and each person takes out three slips and then proceeds to write a sentence (of not more than twenty words) containing the given three.

All read out their sentences and vote for the best.

SCHEDULES

Give out slips of paper to those present, and ask them to write down the following items:

1. A number, not over 150.
2. "Yes" or "No."
3. A number, not over 20—or "None."

4. A measurement, not more than 3 yards.
5. A weight, not over 30 stones.
6. An occupation.
7. Another occupation.
8. A number, not over 100.
9. A sum of money.
10. Another sum of money.
11. Names of two well-known living people.
12. Any vice or virtue.

Now tell the players that they have been filling in an Employment Bureau Form. Put the questions to them, one at a time, and the answers must be called out according to what has been written down.

1. What is your age? 2. Married? 3. Children, if any.
4. Height. 5. Weight. 6. Last occupation. 7. Occupation desired. 8. Duration (years) in last employment. 9. Weekly salary. 10. Salary now required. 11. References. 12. Chief characteristic as stated by these two people.

CONFESSIONS

Provide the players with slips of paper and ask them to write down these items:

- (a) A colour.
- (b) Name of a famous person, of your own sex.
- (c) A place.
- (d) Name of someone (living) of opposite sex.
- (e) Hobby or accomplishment.
- (f) Animal.
- (g) Motto.
- (h) A saying, not necessarily well-known.

When all have finished, ask the players in turn the questions below. They have to call out the answers they have written down.

- (a) What colour do you like to wear?
- (b) Whom would you choose to be, if not yourself?
- (c) Where would you like to live?
- (d) Whom would you like to marry?
- (e) What would you choose as a hobby or accomplishment?

- (f) What animal would you have as a pet?
- (g) What is your favourite motto?
- (h) What is the cleverest thing you ever said?

THE HIDDEN SENTENCES

Send two people from the room, and whilst they are away, decide upon two sentences, one for each. Then tell each individually what the sentence is and explain that the two of them have to carry on a conversation and include the given sentence as naturally as possible.

The sentences must not be general, but really striking, and not too long. All will be listening intently for them to occur, and a point should be given to the one who works into the conversation the stipulated sentence in the most ingenious or natural manner. Two more victims may then be selected.

WHAT NOUN?

Players are seated in a circle, and each is supplied with a dozen beans. One player in the middle writes on a piece of paper a noun containing five to seven letters. The rest take it in turns to guess the word by finding out what letters it contains. Every time they ask correctly they give a bean to the player in the middle, and every time they ask wrongly they receive one from him.

Suppose the chosen word were "Pudding" and a player said, "Does it contain a 'd', the answer would be "Yes, two. The third and fourth letters." At any point a player may say what he thinks the complete word is; if right, he goes to the middle, and if wrong he receives three beans from the middle.

When a player has got rid of all his beans he is the winner, and the beans can be re-dealt.

FILLING IN PROVERBS

This will have a wide appeal, as proverbs are familiar to everybody. Make a selection and give the initial of each word. Competitors have to fill in the complete proverb.

Example: A S I T S N

Solution: A stitch in time saves nine.

A variation: Use the same idea for the names of plays, giving the author in each case, as a guide.

These make good Wall Games, if the items are hung up in sets, and a time limit given.

FAMOUS INITIALS

Make an interesting list of well-known people, and then think of characteristics that can be associated with their initials. Supply competitors with the characteristics and they have to think of the names. A few examples—very easy ones—will make this clear.

Creative Worker

Famous Nurse

Genial Brilliant Satirist

Christopher Wren

Florence Nightingale

George Bernard Shaw

WHAT NUMBER IS IT?

The answer to each of the questions given is a number, plus the word that is formed.

1. What number is it that by adding a letter becomes a sound in music?
2. What number is it that becomes silly if three letters are added?
3. What number is it that will be a river if you insert one letter?
4. What number is it that wants a drink when you insert one letter?
5. What number is it that denotes happiness when you add a letter and insert one?
6. What number is it that when you subtract a letter becomes an object in a park?
7. What number is it that when you add two letters gives forth music?
8. What number is it that, when a two-letter word is inserted, becomes strong?
9. What number is it that with an added letter becomes a game?
10. What number is it that with the addition of four letters becomes a group of players?

Solutions: 1. One (tone); 2. Nine (asinine); 3. Seven (Severn); 4. Thirty (thirsty); 5. Eight (delight); 6. Three (tree); 7. Ten (tenor); 8. Forty (fortify); 9. Five (fives); 10. Four (foursome).

SEQUENCE OF NUMBERS

The numbers given below are arranged in a certain order. You are required to follow on with three more in each set, maintaining the sequence.

There is nothing difficult about this game; it is a question of alertness and speed. Therefore a time limit should be given.

10	9	8	7	6	5	4
2½	5	7½	10			
25	28	31	34			
101	97	93	89			
10	21	32	43			
1+1	1+3	1+5	1+7			
7	6½	5½	4½			
1060	1070	1080	1090			
2×1	3×2	4×3				
1s. 2d.	2s. 4d.	4s. 8d.				

A NUMBER TEASER

This is a word-forming game, and to find the solutions it is necessary to be familiar with the roman numerals.

For each of the figures given, substitute the corresponding roman numeral and, together with the clue and the letters supplied, form a complete word. *Example:* HA 51 tub = halibut. (The figures in brackets indicate the number of letters in required word.)

(a) 151 companion (7). (b) Grain 100 II (6). (c) To study TR 4 E (8). (d) Shop-fitting 1000 conjunction (11). (e) Not out 6 exclamation not early (9). (f) A baby word 11 NG (6). (g) Indefinite article 5 Feel unwell (5). (h) Male 500 Consumed food (7) (i) 1000 Expert airman (4).

Solutions: (a) Climate, (b) branch, (c) contrive, (d) countermand, (e) inviolate, (f) boxing, (g) avail, (h) mandate, (i) mace.

SECTION VIII

SHOWY GAMES AND CONTESTS

This section includes round games, competitions, games with movement, and many that are active and showy rather than brainy. Some are quite good to watch, so that if you have a party with mixed capabilities, you can have the younger or more enterprising members performing whilst the others look on.

Many of the items in this section could be used as Garden-party games and competitions.

GUESSING COMPETITIONS

Here are ideas for Guessing Competitions. These can be used as simple games for a small number of people, in which case they occupy but a short time. They can also be used as money-raisers at garden parties, bazaars and social gatherings. A small fee is charged for entering the competition, and the guesses, with names, are recorded in a note-book, the best efforts being announced later.

1. The number of colours in a tapestry picture or firescreen.
2. The weight of a pint bottle of milk.
3. The number of pages in a "Penguin". (Competitors may look at the book but not disturb the leaves.)
4. The circumference of a dish (in inches).
5. The number of slips of paper on a skewer.
6. The length in a ball of wool or string.
7. The number of matches in a box (by shaking only).
8. The height of a man's hat (in inches).
9. The measurement round the hem of a dress.
10. The length of a piece of webbing (rolled like a spool of ribbon).
11. The number of lines in a newspaper column.
12. Number of buttons in a bottle (mixed sizes).

13. Weight of a parcel.
14. Number of sticks in a bundle, or stalks in a bunch of flowers.
15. Number of beads on a long thread.

PICTURED TOWNS

If you are good at drawing or painting you can prepare a series of little pictures representing *towns*. Number them. Arrange them round the room and ask your players to write down their guesses. Do not make the pictures too difficult to identify.

An alternative: This is another idea. If you do make your pictures rather obscure, *give your players the answers*. Dictate the complete list of towns and what the competitors have to do is to go round and note the number of the drawing against the town on their list. This plan provides an excellent contest, which need not be so very easy, after all.

Second alternative: If your guests are gathered in a particular county, you can concentrate their interest by making pictures of *villages* in that county.

Suggested towns:

Eastbourne (drawing of Chinaman), Maid-stone, Cowes, Eye, New-castle, Gateshead, Brighton, Seven Kings, Swan-age, Poole, Penz-ance, Run-corn, Man-chest-er, Welwyn (pronounced well-in), Hull, White-haven, Sea-ford, Wake-field, Chat-ham, Canter-bury, Bed-ford, Pads-towe, Wig-an, Harrogate, Fleet-wood, Stone-haven, Bar-mouth, Liver-pool, Dor-set, Mother-well, Ten-by, Roc-dean, Altrincham (pronounced altring 'em), Leeds.

TOWN OBJECTS

Objects prepared for this competition make an attractive show, and the trouble which has been taken is generally well appreciated.

Arrange round the room or on tables a series of objects representing towns. Put a number against each, and let your players record their guesses.

Here are suggestions, some of which will be self-explanatory. Some can be part-object, part-picture or letter.

Suggested towns:

Cork, Cheddar, Bury, Beer, Wick, Wicklow, Ring-wood, Blackpool, Belfast (bell tied to something), Freshwater (glass of water—competitors must assume it is fresh!), Penzance pens and a picture of ants), Leeds (2 dogs' leads), Ashton (some ash and drawing of weight marked 20 cwt.), Deal, Ayr (hair or picture of it, with the letter "H" written and struck through), Mat-lock, Redcar (child's toy or illustration of car cut out and painted red), Lipscomb, Mountain Ash, Staines (cloth with stains on it), Dover (big letter "D" lying on its side), Tor-quay, Filey (file and letter "Y"), Nottingham (pieces of string with knots).

ADVERTISING SLOGANS

Display round the room a number of current advertising slogans.

Number them, and ask competitors to guess the commodities they represent. Let some be easy, so as to encourage the less observant players.

PUBLIC NOTICES

Write each notice on a separate piece of paper and exhibit round the room.

The initial of each word is shown, and the stars indicate the number of letters. Competitors record their guesses. Set a time limit.

1. K*** L***
2. N* E***
3. B***** O*T** T*****
4. B***** P*****
5. C** P***
6. L*** T* O***
7. B** S*** R*****
8. K*** O** T** G****
9. P***** S*****
10. N* R***** T***
11. P***** C***** H***
12. K*** C***** O* D*****

13. F*** Q**** T*** S***
14. N* S*****
15. C***** M** W***** O*****
16. N* E**** O** W** S*****
17. F*** Q**** F***** T*** S***
18. D* N** A***** F*** M***** T****
19. P***** A**** R*** H*** T*****
20. N* P*****

Solutions: 1. Keep Left; 2. No Exit; 3. Beware of the Trains; 4. Billposting Prohibited; 5. Car Park; 6. Lift to Open; 7. Bus Stop Request; 8. Keep off the Grass; 9. Public Subway; 10. No Right Turn; 11. Please Cross Here; 12. Keep Clear of Doors; 13. Form Queue This Side; 14. No Smoking; 15. Caution—Men Working Overhead; 16. No Entry One Way Street; 17. Form Queue Facing This Sign; 18. Do not Alight From Moving Train; 19. Please Avoid Rush Hour Travel; 20. No Parking. (Note: If you think some are too difficult, you can give the last letter of one of the words as a help.)

HEAD-DRESS COMPETITION

Ask for six male volunteers, and let each be seated on a chair, with an empty chair beside him.

Present each with a good-sized piece of crêpe paper, a pair of scissors, and a dozen pins. Then tell the competitors that they have to make a hat, bonnet, or any other type of head-dress. They may choose the lady who is to wear it and she may sit beside them and give (in half a minute) a few preliminary instructions. After she has done this, she must do nothing but hold the pins!

Time limit—ten minutes. Ladies wear the “creations” and the rest of the company vote for the best.

UNWINDING THE STREAMER

Procure some coiled paper streamers. Line up at one end of the room six women, with six men facing them.

The woman holds a coil, and the man has to take the end of the paper and pull it gently, whilst his partner allows it to uncoil. The man progresses backwards to the end of the room

(or to a given position), and the first one "home" without breaking the streamer is the winner.

CRAZY GOLF

Draw a chalk line at each end of the room.

Two players stand at one end, and propel a tennis ball, by means of a matchstick, to the line and back again to the line where they started.

Add a little complication by making a few hazards on the course—crosses for points to be avoided, and parallel lines through which the ball has to be steered.

WALL DRAWINGS

This is an amusing competition, both for those taking part and the watchers.

Cut some pieces of brown paper, about 2 feet square, and fasten them to the wall. Tiny pieces of gumstrip are often more easily managed than drawing pins.

Each competitor is blindfolded, and has a piece of chalk. He has to stand and make a drawing. Allow him to feel the edge of the paper.

Give a time limit of one minute, and get someone to judge the results.

Suggested objects: a house, a bicycle, a horse, a chair, etc.

PUT IN HIS EYE

Draw a giraffe on a big sheet of paper. Fasten it to the wall.

Blindfold the competitors and stand them six paces away. They must go straight forward and insert the animal's eye, without feeling the wall or paper. The eye can be put in with a blue pencil or a drawing pin.

DRESS THE GIRL

On a big sheet of paper, draw a simple picture of a girl, minus the dress. Fasten this on the wall.

Now cut out of pretty crêpe paper (or even silk) a representation of a frock.

Players are blindfolded, stood at six paces from the paper on the wall, and have to go forward with dress and two drawing pins, and endeavour to place it on the figure.

SPOON AND BALL RACE

Place six saucers on the floor. At the other end of the room six competitors are standing, each with a teaspoon in the mouth and a ping-pong ball on it.

Each has to run to the saucer, kneel and place the ball on it. If the ball bounces out, return to starting point.

SHOW A LEG

For this competition, which is gloriously funny if well staged, it is necessary for the performers to be well known to the remainder of the company.

The idea is for the audience to identify a dozen ladies when the upper part of them, down to the knees, is completely covered. They should stand in a row and have some kind of curtain drawn from side to side and held in position, to show only the legs and feet.

The effect should be varied by one of the ladies having dainty footwear, the next wearing men's boots, the next old stockings, the next Victorian frills, and so on.

They are numbered, and the rest of the party record their guesses.

WHO KNOWS?

This is suitable for a small party, up to, say, 20, who are all well known to one another.

Make a small hole in a sheet, which is stretched across the open door. Half the players remain in the room to do the guessing, and the remainder pass behind the sheet, pushing the nose through the hole. Players try to recognize the owner of the nose, and write down their guesses.

To avoid writing, you can let the guessers call out the names. They would have to do this one at a time, whilst the remainder had their backs turned to the sheet. The people behind the sheet would have to file past for each competitor.

LISTENING CONTEST

Put into 8 match-boxes a quantity of the following materials:

- | | |
|-------------|-----------------|
| 1. Pins. | 5. Paper clips. |
| 2. Peas. | 6. Tintacks. |
| 3. Rice. | 7. Currants. |
| 4. Matches. | 8. Sand. |

Number the boxes. Tell the competitors what the contents of the boxes are and let them make a note of them. Then they have to shake the boxes, and decide which is which.

KNITTING ON MATCHES

This is an amusing competition for ladies. Give each competitor two match sticks with burnt ends, and a piece of wool a yard long.

They have to do a piece of knitting, and points should be given for (a) first to finish, (b) best appearance, (c) ends completely used up.

The best "points" are secured by rubbing off the burnt portion, but competitors do not always realize this!

TROUT FISHING

Take four reels of black cotton and tie a teaspoon to each. Unwind each reel to the length of the room. Set four people on chairs at the end of room farthest from the spoons, and give each one a reel. On the word "Go!" the competitors must start winding the reel, by turning it in the fingers (no overhand work allowed), thus dragging the spoons along the floor. The one to draw up a "fish" first is the winner of the heat.

IN THE RIVER

Line up your players in two rows, facing one another, about four feet apart. They are supposed to be on the bank, and in between them is the river.

On the order "In the river!" they jump forward. On the order "On the bank!" they jump backward.

The leader catches them by mixing the orders, and saying "On the river," "In the bank" when, of course, they must remain still.

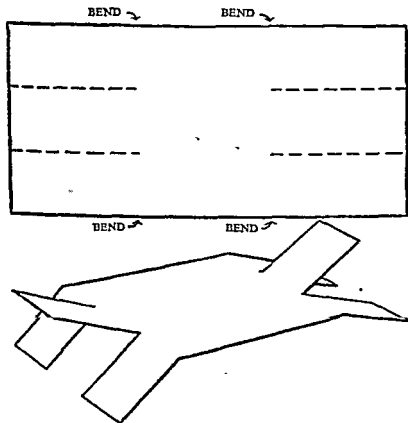
All who make a mistake, or wobble, have to drop out, and the numbers are soon reduced.

DOG RACE

This game is suitable for four or more competitors, according to the size of the room, and should be played on a wood, not carpeted, floor.

Cut a postcard into three. Take one portion and make four cuts, as indicated by dotted lines on a diagram. Bend the side portions so that the "dog" will stand on floor, with head and tail extended.

Give each competitor a folded newspaper. At the signal to start, players fan the dogs forward to the finishing line.



RABBIT RACE

Cut out three or four rabbits from cardboard. Put a string through the middle and tie the end of it to a chair. The competitors take the other end of the string and, by jerking, persuade their rabbits to move along the string to the chairs.

Have several heats and a final, and if the onlookers know the song, "Run, rabbit, run!" they can encourage competitors by singing it.

TIPPING THE ORANGE

This game is played in pairs, and if there are enough players to make it possible, it is a good idea to have about three pairs taking part at once.

Each player has in his right hand a spoon with an orange (or tennis ball) on it. In his left hand he has another spoon. His aim is to knock off his opponent's orange whilst keeping his own on the spoon.

Have several heats and afterwards let the winners play one another.

BLINDFOLD HANDSHAKE

Blindfold two players, preferably man and girl, and stand them in the middle of the room, about fifteen yards apart. Ask them, on a given signal, to walk towards each other and shake hands.

There must be no warning or encouraging sounds from the players or audience.

THE MONEY GRABBERS

Cut up some paper, of different colours, if possible, into small squares (or circles if you have time!)

Mark on each a little square or circle a money value, say, 3d., 6d., 9d. and 1s.

When the players are out of the room, distribute the pieces amongst the ornaments and furniture, placing blue on a blue object, white on a white, and so on, but not entirely hiding any piece.

Let the players enter the room and in the space of five minutes, or some other set time, find as many "coins" as they can.

They should then total their values and a small prize is given to the one with the highest amount.

POP IT IN

Several girls are standing, well spaced out, and opposite to them, at a distance of several yards, the same number of men, blindfolded. Each has a small chocolate in his hand. He has to go forward and try to pop it into his partner's mouth. The first person to do this is the winner—and he deserves a chocolate for himself!

Alternative: Blindfold the girls. Give each a little baking tin with a small quantity of potato crisps, and a teaspoon. They have to feed the men.

BLOCK BALANCING

For this competition you need some wood blocks, 9 in. \times 2 in. and about one inch deep. Two are required for each competitor, and each competitor has a partner.

Line up those taking part, and place a chalk line at the farther end of the hall. The idea is for the competitor to walk on the blocks, left foot, right foot, and neither foot touching the ground. The competitor must not touch the partner for support, but merely step on the blocks.

Those who stumble have to return to the starting point and begin again.

PARCELS

How many people can make up quickly a good parcel? You will find that there are surprisingly few who can. Have half a dozen or so competitors. Give each of them three objects, awkward ones, such as a coat hanger, a book and a jam jar.

Provide them with brown paper and string. They have to make up a parcel in two minutes.

Points should be given for stability, neatness, and making the string secure without knots, so that it can be undone easily and used again.

HERE'S HEALTH

This is a slightly modified version of a Chinese game.

Players are seated in a circle. In the middle is a table, and on it you should place a number of pretty little cocktail glasses, containing lemonade, orange crush—or what you will!

In a corner, with his back to the players, is seated a member of the party, banging a drum, or something that will serve the same purpose.

A flower is passed from hand to hand. When the drummer stops banging, the player holding the flower goes to the table, takes a glass and drinks the contents.

The performance is repeated until the glasses are emptied.

HOUSEHOLD COMMODITIES

This makes a good competition. Have a row of saucers containing salt, flour, ginger, etc., and allow competitors to guess what they are from the *appearance* only.

A TEST OF SMELL

Arrange tiny baking tins, each with a piece of cotton wool on which has been dropped a spot of liquid. Competitors may pick up the tins in order to smell.

If material like coffee, mint, pepper, mustard, vinegar etc., is concealed in the cotton wool, this should be made clear to those competing.

WEIGHT GUESSING

Have on a tray a number of articles that have previously been weighed. Pass the tray round the company and let the players lift the articles. They have to write on paper the estimated weight of each. Papers should be collected and marked, and a prize given for the best result. The exact weights should then be announced.

Alternative: The same idea can be carried out with lengths—a skein of wool, ball of string, reel of cotton, bundle of tape, yards of silk in a crochet mat, etc.

CONTROLLING THE TRAFFIC

This game is suitable for almost any number, from 20 upwards.

Get a piece of cardboard, not less than 3 ft. \times 1 ft. This has to represent a robot. Cut in it three round holes, and cover them with thin paper: red, amber and green. (Paint white paper with water-colour if you cannot procure the right shades.) You will need a torch, and the hall should be in semi-darkness.

Arrange your players in several rows, well spaced, as for a drill class. Shine the torch behind the *red* and all have to jump backwards; behind the *amber*, stand still; behind the *green*, jump forward.

Every time a player does the wrong thing, or hesitates, he has to withdraw. Appoint stewards to watch this. You will have to make the moves very rapidly towards the end, to throw out the good people. If some refuse to be caught, ask them to remain in the middle of the room, and follow on by arranging for them to compete in another contest.

ALLITERATION

Write on slips of paper 20 letters of the alphabet, omitting *j, k, q, v, x* and *z*. Put them in a hat.

Select two sides, up to 10 people in each. A player from the first side takes a slip from the hat, and in the space of half a minute, has to call out as many words as he can beginning with the letter on the slip.

Then a player from the other side takes a letter. The process is repeated until all have taken part. A careful note is kept of the number of words called by each player, the side having the biggest total being the winner.

SPOT THE LEADER

Players are seated in a circle. One goes out of the room, and when he returns, the "leader" performs some action, the others immediately following him. The game is to find out who led the action.

the two operations. The winner is the one who can do it the greatest number of times without losing balance.

ANOTHER BALANCING TEST

Line up a row of competitors. Ask them to kneel on the floor, place elbow against knees, and extend arm and hand. Stand up a match-box at the point where fingers reach.

The task is for competitors, with hands clasped behind the back, to endeavour to knock the match-box over with the nose, without losing balance. Have several heats, and let the successful ones compete in a final.

SECTION IX

MUSICAL GAMES

Although the games in this section normally call for the use of a piano or gramophone, it will be found that some of them can be worked without music.

Players can simply march round the room, or walk round singing without accompaniment, and the break can be made by blowing a whistle. Or the passing of objects can be done silently, until the whistle gives the awaited signal.

PASS THE PACK

Players are seated in a circle, and a pack of playing cards is passed round to music. The miniature packs that can now be purchased are useful for a game like this. A rubber band will keep them secure, for passing from hand to hand.

Every time the music stops, the player holding the pack (the cards being face downwards) takes two cards. Towards the end you can, if you like, make a variety and lengthen the game by saying "One card only."

When the cards are all used up, players turn them up, total them, and the winner is the one with the highest value.

QUEUE HERE

This game is "elastic" and can be arranged to suit any number, from about two dozen upwards.

As the idea involves queuing up at various "shops", you will need to paint in block letters, on large sheets of paper, the following descriptions: *Grocer, Draper, Chemist, Ironmonger, Baker, Butcher, Hardware, Furnishing*. (The back of wallpaper will be found useful for making out the notices.) Fasten the sheets at intervals round the wall.

If the number is large, let your company walk round in pairs; if small, in single file. For a small number it will be found sufficient to have only about four "shops".

Players march round to music. When it stops, the M.C. shouts the name of a commodity (currants, jam tarts, tooth paste, etc.) and the players rush to queue at the proper shop (they face the wall). The last in the queue and any who go to the wrong shop, drop out, and the music resumes. This game is very jolly, and sometimes almost rowdy! The idea can also be used for an elimination dance.

MUSICAL GRAB

Chairs are arranged in one row, alternated as in the original game of musical chairs.

The men—the same in number as the chairs—walk round to music. When it stops, each man seizes a lady from those seated round the hall, runs back to a chair and sits on it with the lady on his knee.

The *last pair* to be seated remain so for the rest of the game. Proceed as usual.

MUSICAL HUDDLE

Players stand in a circle and pass round a duster, tied into a "ball".

The one with the ball in his hand when the music stops does not withdraw but stands in the middle of the circle. As the numbers in the outside ring are reduced, the players must make their distances equal.

Finally, two players are left, and they must be at opposite sides of the cluster of players. "A" must run round and hand the ball to "B" and return quickly to his place. "B" must run round the other side of the cluster and give the ball to "A".

The winner is the one with hands empty when the music stops.

PASSING BALLOONS

Players stand in a circle, not facing inwards, but one behind the other, with a good foot of space between.

A balloon is passed backwards above the heads whilst the music is played. When it stops, the player holding the balloon drops out.

Repeat.

ENVELOPE GAME

Inside a number of envelopes (about 8 is usually enough) place a paper on which is written a "penalty". (See pages 59 and 60). Pass an envelope round, and when the music stops, the person holding it retains it. Then send another round, and so on, until all are disposed of.

People with envelopes then step forward, face the others, open the envelope, read out the instructions, and proceed to carry them out.

MUSICAL WARDROBE

Players stand in a circle, and whilst the music is played they pass from hand to hand a big sack that contains an assortment of garments, hats, scarves, gloves, etc., the more showy the better. When music stops, the player holding the sack has to take out the top article and put it on. This repeats until all garments are used up.

A procession is then formed, and the "creations" duly admired by the onlookers.

MUSICAL POSTMEN

Players may either be seated or standing in a circle for this game.

Whilst the music is being played, they pass round, in opposite directions, a *letter* and a small *parcel*.

When the music stops, the player holding the letter is out. At the end, two players will be left, passing the letter and the parcel backwards and forwards. The winner is the one holding the parcel when the music stops finally. He opens it, to find that it contains a small gift.

The player holding the letter opens it to find that it contains some simple instructions, which he has to carry out, such as "Bow to the winner".

MUSICAL FOURS

Get your party into fours. This can be done, if desired, by one of the grouping methods given on pages 39 and 40.

Arrange the chairs about the room, which must be a fairly large one, in threes. It will be found that four players can sit on three chairs in sufficient comfort.

The fours link arms and walk round the room to music. There is of course one group more than there are sets of chairs. When the music stops, the players seat themselves, and groups must not be broken.

Take away a set of chairs and proceed as usual.

ELIMINATION BY NUMBERS

Players march round in pairs, each man having been given a number. Corresponding numbers (cloakroom tickets are suitable) have been put into a hat.

When the music stops, the M.C. takes a number from the hat, calls it out, and the man holding it sits down, with his partner.

The idea can be used for an Elimination dance.

BLINDFOLD LADIES

Arrange a line of chairs down the middle of the room, facing in alternate directions as in the original game of Musical Chairs.

The players are in pairs, and the lady is blindfolded. The chairs are one fewer in number than the pairs of players.

Players walk round the chairs, and when the music stops, the men endeavour to secure chairs, taking their partners on their knees. Continue in the usual way.

CHALK RINGS

Chalk a number of rings round the room, as near to the wall as possible.

Players form a procession and walk round to music, keeping clear of the circle of rings.

When the music stops, they dash for a circle and each player stands inside one. The player failing to get into a circle is out.

Run a chalk line through a circle each time, to reduce the number, and continue in the usual way.

MUSICAL RUGGER

This game is rather boisterous.

Put a heap of teaspoons in the middle of the room, or, if you like, you can use draughts or some other small objects. They must be one fewer in number than the players.

A single-file procession is formed, and it is well to place chalk marks so as to keep the players in a big circle well away from the spoons.

When the music stops, a rush is made for the heap, and the player failing to secure a spoon drops out.

Take away a spoon each time, and proceed as usual.

THE BIG MAT

This is exciting and causes a lot of jostling.

Chalk an enormous "mat" in the middle of the room. Players march round the outside of it, and, when the music stops, they all crowd on to it. Those whose feet overlap the edges have to retire.

Whilst players are walking round the second time, the M.C., with duster and chalk, hastily reduces the size of the mat, and this process is repeated. When the mat is really small, he can prepare another one on a different part of the floor and transfer the players. Finally two are walking round a tiny chalk mat.

FAMILY ELIMINATION

Arrange a circle of chairs round the room, well spaced. Get your players to group themselves in threes round the chairs, two seated and one standing.

In the centre space have a table, and on it place a number of cards which have been prepared in *threes*. They contain the names of families, e.g. Mr. Brown, Mrs. Brown, Baby Brown. There should be the same number of cards as players.

All walk round to music. When it stops, the players rush to the table and each secures a card. By calling out their

names they get together in threes round the chairs once more.

The *last three* to form a group have to withdraw. Their cards are taken away. Chairs need not be moved.

Cards are thrown back on to the table, music starts up, and the process is repeated.

This goes on until two groups are sorting themselves and one succeeds first.

MUSICAL CIRCLES

Girls stand in a ring and raise their arms to form arches. The men, who are one more in number than the girls, walk round to music, threading their way in and out. When the music stops, each man tries to take his place between two girls, and the surplus man drops out. A girl also drops out, and the music starts up again.

Repeat.

MUSICAL ISLANDS

Place round the room sheets of newspaper, say a dozen for about forty players. Or you can use brown paper, cut into odd shapes and sizes.

Players walk round in single file, passing over the papers. When the music stops they have to stand on an "island", as many as can crowd on. Any whose two feet are not on the paper have to withdraw.

Take away an island now and again, as necessary, and proceed in the usual way.

BOARDING THE BUS

Arrange chairs in pairs, with a gangway down the middle, as in a bus.

The players take their seats, and must remember where they are seated.

Whilst the music is played, all walk round the outside of the bus. When music stops, players go into the bus by the proper entrance and take their seats. The last one to sit down remains seated, and the next round begins. Chairs are not moved.

MUSICAL RINGS

This is suitable for a big number. Players form themselves into rings of three, join hands, and dance round to music.

When it stops, the M.C. calls another number, and the rings break and re-form themselves. Those who cannot quickly get into a ring of the correct number drop out.

The dancing goes better if the numbers are kept small, say, not higher than seven.

DOUBLE TURNS

This game is suitable for a number up to about 20, although, if there are more, it can be stopped without being worked out to the end.

Arrange the company, on chairs, in two circles. Whilst the music is played, a hat is passed from head to head in each circle. When the music stops, the two people wearing the hats leave the circle, go to the piano and play a duet. This can be taken seriously or otherwise, according to the qualifications or the whims of the party. After the duet, the two performers sit out, and the game is resumed.

HIDDEN INSTRUCTIONS

Players are either seated or standing in a circle.

A parcel is prepared and passed round. When the music stops, the player holding the parcel removes a wrapping, and this discloses a piece of paper with some instructions written boldly on it. The player has to step to the middle of the circle and proceed to carry them out.

Here are suggestions: (1) Yawn until everyone else does the same, (2) Say the alphabet backwards, (3) Imitate a dog fight, (4) Sing a verse of a song, (5) Give recipe and method for making Christmas pudding, (6) Open a bazaar, (7) Look in a mirror and say "Why am I so beautiful?" (8) Name your pet aversion, (9) Bow to the person with the nicest smile, (10) Give three reasons why you are enjoying yourself—if you are.

Further possible items will be found on pages 59 and 60.

The written instructions can be interspersed with tiny wrapped gifts, and if this is explained at the beginning, players are less likely to try to dodge the parcel.

TWO MATCHBOXES

Players are seated in a circle, or standing, and two matchboxes are passed round. When the music stops, the players holding the matchboxes are "out" and remain with arms folded.

When the players are reduced to two, they stand and pass the boxes backwards and forwards. When the music stops finally, they open their boxes.

One box contains a small gift (a few sweets or some little article) and the other is empty.

MUSICAL BLANKS

This is an excellent group competition, but it entails some preparation.

Arrange the players in groups of about six, preferably seated at tables, and each with a leader who has paper and pencil.

The M.C. has to prepare for the game by writing a story, which he reads to the company. This is taken down by the group leader. Every time the M.C. pauses, which should be at very frequent intervals, the pianist plays a well-known tune. From this tune has to be selected some word that will fit in with the narrative at that point. The members of the group try quickly to decide which word is needed, and the leader of the group writes it down.

At the conclusion of the story, each group leader stands in turn and reads out his version.

If arranged in such a way that the required word is not too obvious, or alternative words may be used, this game can be a really absorbing one.

MUSICAL STORY

This story has to be read out, and a pause made when each blank is reached. The pianist then plays a phrase from a well-known song, and competitors have to write down their guesses.

This game may be used for groups, with one person doing the writing, as in "Musical Blanks", but as it is arranged so as to be fairly easy, the recommendation is that each player should have a paper and guess individually.

The Story:

Mr. and Mrs. Brown, a happy couple, lived , not very far from It wasn't a pre-fab they lived in, but a very

One day, or perhaps I ought to say , they were up and about because Mr. Brown was a farmer. He had a young fellow to help him, whose name was This young man loved working on the land, for he had always wanted This morning, however, he had gone into town to have some teeth out, and Mr. Brown was alone, so it was a case of

The Browns had a small son, William, who used to take sandwiches and go away for long walks in the forest. He had disappeared as usual to-day, and in the afternoon Mrs. Brown got rather cross with him for staying away so long. She said to herself, "..... , and I have lots of jobs for William to do." So she went to the door and shouted for him. He came running up to the house, saying, "..... . " "Don't ask silly questions, replied Mrs. Brown. " " The surprising answer was "..... "

"Well, come indoors now," said his mother, "Don't you remember we have friends for supper, and the most important one is Now I want you to run to the village and buy some so that I can make nice drinks. And when you come back, for goodness' sake hide those —it will never do for the Vicar to think that because it was Christmas we have been"

So William ran towards the village, but on the way he met Here are the names of the people he met (1) (2) (3)

William got into trouble again for staying out to play; then father came in and scolded him.

When the Vicar arrived, he said to William, "Why aren't you smiling as usual?" The answer was "..... " "Well, you can't have everything you fancy," said the Vicar. Then he noticed Mr. Brown looking dismal, so he said to them both, ".....," meaning Mrs. Brown. "I think you ought to cheer up for *her* sake. Why not And look at that lovely supper. Upon my word there are"

So they all got merry, and laughed and told tales, until at last the Vicar started talking about his and that meant he thought it was time to go.

"Well, Mrs. Brown," he said, "good-bye and thank you very much. I shall be thinking about that delicious supper on and off"

"Oh, I hope my cooking won't keep you awake," she said in alarm. Then they had one more good laugh, and the Vicar went out into the darkness, while Mr. Brown said ".....", it's not such a bad place, after all."

Tunes for the blanks:

(1) Down in the Forest, (2) Dublin's Fair City, (3) Old-fashioned House, (4) Early one morning, (5) Robin Adair, (6) To be a Farmer's Boy, (7) One Man went to Mow, (8) The Campbell's are Coming, (9) Who's that a-calling? (10) Where have you been all the day, Billy Boy? (11) In a cavern, in a canyon, (12) The Vicar of Bray, (13) Oranges and Lemons, (14) Ten Green Bottles, (15) Drinking, (16) Three Little Maids from School, (17) Daisy, Daisy, (18) Come into the garden, Maud, (19) Annie Laurie, (20) Daddy wouldn't buy me a bow-wow, (21) There is a lady sweet and kind, (22) Pack up your troubles in your old kit bag and smile, smile, smile, (23) Cockles and Mussels, (24) Home, Sweet Home, (25) All through the Night, (26) Bless this House.

MUSICAL PHRASES

- This is particularly suitable for a group of people interested in music, and the more musical they are the more difficult should the conditions be made.

Players are arranged in two teams, and they have to "place" phrases from songs, marches, in fact any kind of musical composition, played on the piano. When the player whose turn it is identifies the excerpt that has been played, he starts to hum the piece from which it comes, and his side supports him by carrying on with the air.

After a verse or short selection has thus been sung, it is time for the pianist to give the next poser, and for the first player of the opposing team to take his turn.

An alternative. Pianist plays the selection and the first team (or any member of it) to show the title scores the point.

SECTION X

TABLE GAMES

Here are a few games to play on a table. Some of them are equally suitable for competitions at Garden Parties.

SPEARING THE SPILLS

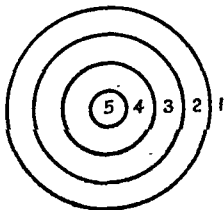
Competitors are seated round the table. Cut into small pieces some wooden spills, and place a heap in front of each. Competitors have to spear them one at a time with a hat-pin, and shake them off into empty match-boxes. Give a time limit of one minute.

PENNY PUSHERS

On a good-sized table arrange a row of pennies. Draw a chalk line at a distance. Each competitor has to push his penny with the point of a pin along the table to the line. The pin must gently push the edge of the penny, and must not be lifted at any time.

PENNY FLIPPING

At the end of a long table draw a small circle of chalk, and then three others outside of it, as in diagram.



Mark the centre circle 5, the next, 4, 3, 2, and the outside one.

Competitors, not fewer than half a dozen, take it in turns to flip their pennies along the table, and the one with the highest score gets his penny back.

If preferred, this can be done with draughts, each competitor having, say, three, and the one with the highest score gaining some small reward.

RESOLUTIONS

This is suitable for a New Year's party, and could be played whilst guests are seated at table. Provide all with paper and pencil. Each one writes down a Resolution, turns down the paper and passes it two places to the left. The next item to be written is the reason for the resolution. Papers are again passed on, and then each player unfolds the paper and reads, "I am going to do so-and-so, because"

MINIATURE EGG-AND-SPOON

Players are seated on opposite sides of the table, men facing girls.

Each girl has a dozen nuts in an ash-tray. The man opposite has an empty ash-tray.

On the word "Go!" the girl, using the handle-end of a tea-spoon, picks up the nuts one by one, reaches across the table, and drops them into her partner's tray.

The one to finish first scores a point for her side. Reverse the process and continue.

BLINDFOLD GRAB

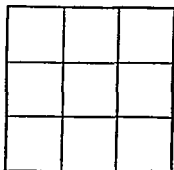
Two people are seated at each end of a big table. One of each pair is blindfolded.

Spread all over the table a pack of cards. On the word "Go!" each blindfolded player has to pick up the cards, one at a time, and hand them to his partner. His partner may give him hints as to where the cards are, but must not help him in any other way. As the cards become scarce, there are excited grabbings on the part of the blindfolded players. The

one with most cards when they are all collected is the winner. This can be run as a team game, a record being kept of the difference in number between the collections of the two players.

QUICK JUDGMENT

Give each player a piece of paper. On it is to be drawn a little set of 9 squares, thus:



You have a similar but larger diagram. Without letting the players see what you are doing, place 5 pennies on any 5 of the squares. On the word "Look!" they all gaze for 10 seconds at your diagram. Cover it with a handkerchief.

Now ask the players to indicate on their squares where they think the pennies were lying. Those who are correct score a point, and the game is repeated.

A TEST OF TOUCH

Players are seated round a table, blindfold. Each is given eight matches, which he has to place in the form of a square.

SECTION XI

GARDEN-PARTY GAMES

The following are games and competitions specially suitable for garden parties or outdoor fetes.

In addition to these, many of the games in other sections can be arranged equally well out of doors, and a Treasure Hunt (see special section) is always a good feature to include.

An important consideration is to have plenty of alternative games for playing indoors in case the weather does not behave "according to plan." Remember also, if you have papers about, that a breeze may spring up and carry them away.

BUCKET CRICKET

At one end of the lawn or room place an inverted bucket. The only other props needed are a tennis ball and a walking-stick.

Divide your players into two elevens, e.g. men v. women, North of England v. South, etc.

The first player stands on the bucket, and uses the stick (handle upwards) as a bat. When the ball is bowled, he hits it gently with the stick. When it touches the bucket, he stands down for the next player. Turns can be taken alternately, or one side can be got out before the other goes in. The game does not take very long, as most people are "out" after about three hits.

ELASTIC BANDS

Get a length of elastic and make two rings, just big enough to pass over the shoulders.

Players line up, one behind the other, in two teams. In front are two chairs with the elastic bands on them.

The first in each team takes the elastic from the chair and runs round the team and back. He then stands and passes the elastic right over head and body, and steps out of it. He puts

it on the chair, and No. 2 runs forward and does the same thing.

Continue until one team has finished.

TRAIN GAME

This is a running game that last only a few minutes. Players are lined up in two teams, and at the head are two chairs, with the leader standing by. The leader is the "engine" and the rest are "carriages".

The engine runs and picks up a carriage (taking the player by the hand), goes round the chair, and then to the group again to pick up another carriage.

This continues until one set of carriages is complete and connected.

ENGINES

This is another train game, but it is differently arranged from the previous one, and is very funny because there is so much backward shunting.

The players stand one behind the other, close together, in two teams. Ahead of them, at a distance of five or six yards, is the "engine", facing in the same direction, that is, with his back to the "carriages".

At the blow of the whistle the engine goes backward to the carriages, one of which connects up by placing hands on the engine's shoulders. The two of them go forward to the spot where the engine stood originally. Then they shunt backward again to connect up with another carriage. This backwards-and-forwards movement goes on until all the members of one team are linked up.

THE TWO CIRCLES

Three players hold hands and form a circle, numbering themselves one, two and three.

They are surrounded by the rest of the players, who stand in a large circle. They have a soft ball (made of rag) and their object is to hit No. 1 with it. The three players can dodge about in any direction. When No. 1 is hit, he joins the

large circle, and another player goes to the middle. The three are then re-numbered, No. 2 becoming No. 1, and so on. Continue.

TENNIS BALLOON

Line up two teams. A distance away, facing each team, is a player holding up a big hoop.

No. 1 in each team has a tennis racquet, with which he pats a balloon and runs to the hoop. He pushes it through, catches it and returns, handing racquet and balloon to No. 2. Continue until one team completes.

HARE AND HOUNDS

This is suitable for out of doors, or for a big hall.

All the players, with the exception of two, line up in rows, well spaced out as in a drill class, and with hands joined.

Of the remaining two, one is the *Hound*, who is trying to catch the other, the *Hare*, by chasing him up and down the lines.

At intervals the M.C blows a whistle, when the whole company give a right turn and link hands again. Thus the runners get baulked and have to change their direction.

When a catch is made, two other players take a turn.

DECK CHAIR RELAY

Two deck chairs are required. There are two teams of players, who work in pairs (they need not necessarily be men and women).

Players line up. At a considerable distance ahead of each team place a deck chair, flat on the ground. The first two players from each team run to the chair. One puts it in position and the other sits on it. Then they drop it flat again, run back to the team, and touch off the second player.

THREE BOWLS

Put three bowls, of graded sizes, one inside the other. Place them on the ground.

Players each have five nuts to throw into the bowls. Middle bowl scores 5, second bowl 3, and outer bowl, one. First to score a given number wins the game.

BOTTLE FILLING

Competitors stand round a table that has on it a big bowl of water.

Each has a medicine bottle and a teaspoon, and on the word "Go!" they start to fill their bottles. The first to finish filling his bottle is the winner.

CLOTHES PEGS

Two people hold a piece of rope, stretching it taut.

Competitors are in a row, at a distance of a dozen paces. They are blindfolded, and have two pegs each.

They have to walk to the rope and put the pegs on it.

CHINESE LAUNDRY

Peg on to a clothes line a row of small presents (handkerchiefs, mats, collars, sachets, gifts in little bags). Each competitor has a small wooden hoop or a rope ring, and endeavours to throw it over a peg.

Charge an entrance fee (say, three rings for a penny). Competitor wins the gift that he "rings".

CORKS IN WATER

Have corks floating in a big bowl of water. Competitors stand round, and the first to spear a cork with a hatpin is the winner.

RINGING BOTTLES

Stand six narrow-necked bottles in a row.

Competitors have a stick with string and a big curtain ring attached.

Each stands opposite to a bottle, and the first to drop the ring over the neck is the winner.

BACKWARD BEND

This game causes some fun, and can be used as a competition.

Two people hold a rope, extended. Competitors pass under it, bending backwards. The rope is lowered for each round, and the one who passes under, without falling, when it is at its lowest, is the winner.

ANKLE RACE

Competitors race with the right hand gripping the right ankle.

HUNT THE SQUIRRELS

Cut out little squirrels in coloured paper and "hide" them about the garden, on similar colours.

You might have three colours, green, yellow and white, and let green score 3 points (being hardest to find), yellow 2 and white 1.

BUTTON STRINGING

Two or three competitors at a time gather round a big bowl of buttons. Each has a thread with a button tied at the end as a stopper. They have to thread as many buttons as possible in a given time.

PEANUT PICKERS

Blanch some peanuts, and then colour some by dipping in red or green ink. Competitors have to pick up as many as they can in one minute, with two toothpicks or knitting needles. Green scores 5, red 3, and white, one.

SCRIBBLERS' RACE

Six competitors, whom we will call the Scribblers, stand at one end of the lawn, facing six who will be the guessers, at the other end. Have as long a run as possible.

Give each Scribbler a card with the name of an animal written on it.

He has to run to his partner and, turning the card over, draw the animal. Immediately it is guessed correctly, the partner borrows the Scribbler's pencil and writes the name on the card.

They race back together.

BANNER RACE

Line up two teams of about a dozen people, well spaced out. In front of each team place a walking-stick and a handkerchief, on the ground.

The first player picks up the handkerchief with the stick, runs completely round the players, drops handkerchief and stick on ground, and takes up second position whilst the next player repeats the performance.

The first team whose members complete the round is the winner.

AIMING STRAIGHT

Get a cake tin that has six hollows, and number these from one to six. Make a small rag ball.

Half a dozen competitors take part, having each paid a penny. They each have a turn at tossing the ball, and the one with the highest score gets his penny back.

MINIATURE GARDENS

Here is a delightful summertime competition. It makes a fine show at a garden party or indoors. If you are raising money, you might even make a charge to view the exhibits.

It involves preparation beforehand. Ask competitors to make a garden on a dinner plate. You will get some beautiful results.

EGG-CUP POSIES

Ask competitors to arrange a posy in an egg-cup.

SECTION XII

TREASURE HUNTS

These can take so many different forms that they deserve a section to themselves. Below are a number of suggestions, which will doubtless call forth further ideas.

(1) RHYMED CLUES

Having kept the party concentrated in one room whilst the objects are placed in position about the house, give each member a sheet containing the rhymed clues. If desired, the party could hunt in pairs.

When an *object* is identified, the fact must be reported to the M.C., who states if it is correct, and the item is ticked on the paper.

The first player (or couple) to find all the objects correctly should receive a small prize.

If preferred, the clues may be written on separate slips, numbered, and given out in succession, No. 2 being handed over when No. 1 is identified, and so on. A similar set of clues can be arranged for an *outdoor* hunt.

Clues for Indoor Hunt

Object

- | | |
|---|-----------------|
| ✓1. Low down and near the stairs
you'll find
Something quite matchless of its
kind. | Empty match box |
| ✓2. To do without it you may try
But it is needed when you buy.
Near the window see it lie. • | Coin |

- ✓3. Somewhat odd to find it on a
seat.
Pass it by and don't attempt to
eat. Biscuit
- ✓4. Stuck upon a picture fair—
Very little use up there. Pin (or postage
stamp)
- ✓5. If you've a lot of letters, I
Am quite a bit of use,
But why put me upon a plant?
There's really no excuse. Paper knife
6. Once I gave support, but now,
alas,
I lie neglected near a thing of
brass Button (near brass
object)
7. I am a favourite subject for a
hunt.
This time you'll find me
coloured, and in front. Thimble
- ✓8. A slender thing am I, against a
a wall.
Look sharp, or you may see me
not at all. Pencil
- ✓9. I hold up curtains when I'm
able.
You'll find me near the dining-
table. Curtain ring
10. This is the last clue. Under a
chair. Parcel fastened (with
gumstrip) under
Feel with your hand — the
treasure is there. seat of chair. It is
the prize.

(2) TEN CARDS

This hunt is suitable for a large garden or for a rambling house. Players hunt in pairs.

For out-of-doors prepare a number of small tickets, 10 for each pair of players. On each write the name of a flower, 10

marked "lily", 10 "violet", and so on. Place these about the garden, *not entirely hidden*. The first couple to find the 10 cards allocated to them win the prize. A whistle can be blown to recall the players—if time is pressing—and the award given to the pair with the most tickets.

For indoors the cards should be marked with animal or insect names.

(3) FIND A TREE

This is similar to the last hunt, but instead of the cards bearing the names of flowers, they bear these five words: *trunk, branches, twigs, leaves, roots*. Have about six times as many cards as there are players. The first pair to find a *complete tree* are the winners. They report themselves to the M.C., who blows his whistle to announce that the hunt is ended.

(4) A SENTENCE HUNT

Words are written on slips of paper and placed about the room. They form a sentence which indicates where the treasure is hidden. The players have to note the words and sort them out until they get the sentence right.

(5) LETTERED OBJECTS

Objects are hidden about the room, and players are given a list of them; or if numbers are small, it will suffice to exhibit a list for all to see. Papers and pencils are required, as in the last hunt.

On each object is pasted or tied a letter of the alphabet. These, when correctly arranged, form a word (or words) which indicates where the treasure is to be found.

The first player to find sufficient objects (and letters) to guide him to the treasure, claims it, and the hunt ends. The hunt could, of course, be extended all over the house.

(6) MAGIC LETTER

This can be played out-of-doors, but there is more scope indoors, and the hunt may occupy about an hour.

Divide the party into groups of a dozen or so, and ask all to collect as many articles as they can beginning with a given letter. If it is a house party you must state definitely whether the players are allowed to remove any fixtures, go to rooms other than their own bedrooms, and so on.

Give a time limit, and blow a whistle to get the guests together.

Find the winning team by a process of elimination: call out the names of the articles, and those who have similar ones put them aside, until one group is left with the articles that no other team has collected.

(7) MATCH BOXES

This can be played out-of-doors or indoors. Give each team a match box. They have to fill it with as many different articles as possible. At the expiration of the allotted time, spread the articles on chairs, and eliminate as in the previous game, or give prize for highest number.

(8) SUPERLATIVES

This is an interesting hunt for out-of-doors. Give a time limit and ask the groups to collect:

- (a) The longest piece of grass;
- (b) The roundest pebble;
- (c) The largest leaf;
- (d) The thickest stem;
- (e) The brightest berry;
- (f) The blackest object;

and so on, according to the facilities of the garden or district and the time of year. Set out the objects and compare them, giving a point to the best of each set.

(9) A RAMBLE.

An outdoor hunt can take the form of a ramble round the district and back to the house. Divide the party into two groups, each with a leader, to whom is handed a sheet of instructions. All have to make the tour, progressing from

point to point as indicated in the cryptic clues. The group succeeding in the shortest time wins, and in order to separate them, the best plan is to start off group A ten minutes ahead of group B, and then they are not likely to clash.

The instructions might start something like this: "Go out of the east gate, and after a few yards turn left when you see an emblem of luck (old horse-shoe placed near the path). Continue until a battered object is sighted (old pail), etc."

The route will have to be worked out beforehand, and some of the items deliberately placed in position.

(10) JUMBLED FLOWERS

An idea for a Treasure Hunt in a garden is to jumble the names of flowers and write them on coloured cards. These can, if desired, be cut to the shapes of leaves or flowers, and may be placed near objects of similar colour so that they will not be found too easily.

The names of the flowers should contain approximately the same number of letters, and each card should bear a number. Players should be provided with papers, and they will enjoy roaming round the garden finding the coloured cards and guessing the flower names. Do not choose obscure ones, as the familiar names look astonishingly different when their letters are jumbled. Give a time limit.

(11) LUCKY LETTERS

Hide about the house or garden a number of small coloured papers, each bearing a letter.

On the word "Go" the players run round and collect as many as they can.

When you call a halt, they get together, and may "trade" their papers if they wish, in order to secure imaginary benefits. Then you tell them how to score. The papers have been marked thus:

"B" This stands for best score, and each paper marked
"B" counts 10.

"S" Second score—counts 5.

"A" Add 20.

"T" Have a few of these. It means take away 20.

(12) HOUSEHOLD OBJECTS

Cut out of catalogues or the advertisement pages of the journals a number of household objects which are clearly pictured and easily distinguishable. Paste them all on big sheets of stout paper.

Cut them round the outline, and there you have representations of little objects.

Now cut these in halves. Hide one portion of each about the room or the house.

Have the corresponding parts in a bowl and let your players take one piece and go in search of the other. When they have succeeded, they come back for another.

Blow a whistle to call a halt after a certain time, say ten or fifteen minutes, and give a prize to the competitor who has collected the biggest number of complete objects.

SECTION XIII

SPECIAL EVENTS

In this section are described a number of special events that may occupy a whole or a considerable part of an evening.

Note also that if you are looking for individual competitions, you may find here something that you want, hidden amongst the items in a bigger event.

AN EISTEDDFOD

The running of an Eisteddfod on a small scale will provide a good evening's entertainment for a house party of fair size. It brings out all the hidden talent!

All the usual musical tests are too well known to be enumerated, but it is proposed to describe various other items. Many of these can be used as separate competitions on ordinary party nights.

There must be an adjudicator for each contest, usually the person who has prepared the material. He must give marks for the various points, and in giving his judgment should explain how the decision has been arrived at.

(1) **DEFINITIONS.** Competitors enter individually, face the audience, and have to define six simple objects. At the end, when the judge is giving his award, he quotes the actual dictionary definitions.

Suggestions: a chair, bird, cloud, bus, tree, Christmas pudding, umbrella, carpet, piano, photograph, vase, pin, shop, shoe, spiral staircase.

(2) **IMPROMPTU SPEECH.** The usual time limit is two minutes. There are various ways of stipulating the subject. One popular type of subject can be given to all competitors; it should be handed on a slip of paper. You can write down a number of subjects and ask competitors to take one from a hat; or have three subjects on the table and ask competitors to take one of the three slips.

(3) **IMPROMPTU CONVERSATION.** This is a similar idea, but two people enter, and are given a topic on which to converse.

(4) **READING AT SIGHT.** A short selection of poetry or prose, or both. Two players may be asked to read a scene from a play. (Sets of books may be borrowed from the public library.)

(5) **READING AN UNPUNCTUATED PARAGRAPH.** The paragraph must be "doctored" a little, to provide plenty of pitfalls. It should be typed entirely without punctuation, and the proper version, of course, read out at the end.

(6) **SIX QUESTIONS OF GENERAL INTEREST.** Competitors to face the audience and answer six questions. These can either be collected from the newspapers and magazines that frequently publish a Quiz, or may be purchased in booklet form.

(7) **SIX QUESTIONS OF LOCAL INTEREST.** These may be connected with the locality, or even with the house in which the cisteddfod is being held (to test the powers of observation). As an alternative the questions might relate to some sport or special interest of the competitors.

(8) **SIX MISQUOTATIONS.** Six well-known quotations (proverbs, couplets, slogans, etc.) are spoken, but a slip is made, and competitors are required to give correct version. These can be compiled from the Missing Word competition on page 24.

(9) **RELATE TWO SHORT ANECDOTES.**

(10) **PROBLEM OF CONDUCT.** A difficult or embarrassing situation sometimes occurs in social or business life. Describe such a happening, in clear and simple terms, and ask for a solution. It is generally better to have the statement typed on a slip of paper, so that the competitor may read it carefully.

(11) **SPELLING BEE.** Competitors may be allowed to default twice, before dropping out. When the number is reduced to three, they may all be asked to write down the same words, instead of spelling aloud.

(12) **MIMING.** Competitors have to portray a little scene in dumb show. It is as well to give all of them the same subject, as the fun lies in noting the various interpretations. Here are some suggestions: Bathing the baby; tea for two; buying a hat; taking Bobby to have a haircut; making an apple pie.

Interest may be added by arranging for some *written* competitions, provided a few days can be allowed for preparation.

(1) **ORPHAN WORDS.** Provide a dozen isolated words, and ask competitors to use them in an intelligible paragraph not

exceeding, say, 150 or 200 words. The paragraph that runs most smoothly and makes the best sense gains the prize.

(2) A LIMERICK. Everyone knows the limerick form of verse. Give a first line and competitors supply the rest. Let the line end with a word for which a number of rhymes can be found! Some simple examples will be found on page 36.

(3) RHYMED ENDINGS. Ask competitors to write a poem, not exceeding 16 lines, in which all the lines end with words that rhyme with a given two—for example: *see* and *hill*, *by* and *brown*, *gay* and *here*.

(4) A NONSENSE RHYME. Give the first line.

(5) A LETTER. Give a local or topical subject and suggest a letter to a paper. Or select one of the following: letter of complaint to man next door; a proposal of marriage; letter to maiden aunt explaining why it is not convenient for her to stay with you; schoolboy's first letter home.

(6) SHORT STORY. Set a word limit. The setting of a subject acts as a stimulus to competitors, or a first line can be given, the concluding phrase, or a stipulation as to certain characters who are to appear in the story.

PROGRESSIVE GAMES

Arrange numbered tables as for a whist drive. The four players at each table have to take part in some little test of skill. When the bell rings, two will move up and two down, so that in time all will have visited every table. Each player must have a score card, and the number of points to be scored should be indicated on a slip of paper on the table in question. Here are suggestions for the competitions.

- (1) Pick up a pea on the end of a straw by breathing in. Do this as many times as possible in one minute. Cut off end of straw before leaving, unless there are enough straws for all players.
- (2) Light as many candles as possible with one match.
- (3) Lift peas out of a saucer with two knitting needles.
- (4) Thread a needle as many times as possible in one minute.
- (5) Blow a ping-pong ball from one egg cup to another.
- (6) Build up a house of playing cards.
- (7) Complete a jigsaw (a picture postcard cut into six pieces).

- (8) Put on a woollen glove and transfer small objects (e.g. grains of rice, peas, etc.) to a bottle with narrow neck.
- (9) Write as many words as possible starting with "con".
- (10) Guess the number of matches in a box, beans in a bottle, etc.
- (11) Guess the length of wool in a skein, string in ball, etc.
- (12) Push as many pins as possible into a cake of soap, in half a minute.
- (13) A game of whist.
- (14) Pile as many matches as possible on top of an egg-cup.
- (15) Tossing dice. All keep tossing with the object of throwing a one, then a two, then a three, and so on. First player to toss up to six in succession is the winner.
- (16) On the table is a large picture, featuring many objects. Make a list of as many as can be found, beginning with a given letter.

Note: It is possible to vary this idea slightly by having one or two contests not performed at the tables. Examples: (a) Running backwards and forwards picking up potatoes and placing them in a box. (b) Standing at a distance from a hat and endeavouring to throw, say, ten playing cards into it. Further possible contests will be found in other sections of the book.

A BALLOON EVENING

This is an interesting event that may easily occupy up to an hour or more. It involves a speech of five to ten minutes from some half-dozen or more people.

The idea is that these people are in a balloon which is losing height, and one has to be thrown out. In order to justify his existence each member of the party explains why he ought to be spared. At the conclusion the audience vote as to which has *made out the least satisfactory case and therefore is the one to go.*

The characters can be types, such as a scientist, a musician, a teacher, a soldier, etc., or actual living people. They should be carefully selected so that the choice of the unfortunate victim is not obvious from the beginning.

SECTION XIV

DANCE NOTIONS

Here are a few ideas for adding variety to your dance programme.

Should you wish to run a "pairing" event, you will find suggestions amongst the "Mixing and Grouping games".

THE QUEUE DANCE

Introduced on occasions when the ladies greatly outnumber the gentlemen, this dance is excellent, as it ensures that each lady has a male partner for a time.

The gentlemen take partners (as far as they can) and stand beside them, in queue formation, down one side of the room. The remainder of the ladies queue up behind the partnered ones.

Another method of beginning is to line up all the ladies first. Then ask the gentlemen to stand beside them as far as they go.

Music begins. All the gentlemen start dancing with their partners, each going completely round and finally depositing the partner at the bottom of the queue. He then moves forward and takes a fresh partner from the top of the queue. The music is continuous and there is constant change. In a fair-sized room this works simply and without confusion.

THE TICKET DANCE

In the same way as the Queue Dance, gentlemen take partners as far as they can. The M.C. has previously announced that after the dancing has begun, the unclaimed ladies are to apply to the hostess for tickets. (The handing out of the tickets is continuous as the dance progresses.)

The ladies, having secured a ticket each, approach the dancers in the "Excuse me" manner, handing the gentleman the ticket. He pockets it and drops his present partner. She

of course makes her way to the hostess and asks for a ticket, going off with it to secure another partner.

There should be a small prize at the end for the gentleman who disgorges the largest number of tickets, thus proving his popularity.

Used bus or tram tickets are the most effective kind!

PARADE OF SHAWLS

This makes a delightful interlude in an evening of dancing. Ladies must be notified beforehand that there will be a "Parade of Shawls", and as so many possess one of these, possibly old or curious, the event should provide considerable interest.

—As each lady passes the M.C. she should mention anything of special note regarding her shawl, so that the M.C. may inform the audience. A prize should be awarded.

FANCY HEAD-DRESS

As an alternative to the full fancy dress dance, it is a good idea to ask for fancy head-dresses and hair styles.

A variation can be made by stipulating that the head-dress should represent the title of a book, play, advertisement, etc.

At a Christmas party, it is a good idea to pile a table with pieces of coloured crêpe paper, silver strips, pins, needles and cotton, letting guests help themselves and make their own paper hats.

CROSSING THE RIVER

Chalk two parallel lines (with 5 ft. space between) right across the middle of the room. These represent the "river".

Every time dancers reach the river, the man picks up the girl and carries her across. At intervals the music stops, and the couples caught in the river have to sit out.

THE TIPPERARY PAUL JONES

This proves very popular wherever it is introduced. Partners line up and march round the room singing "Tipperary". On

the words "Good-bye, Piccadilly," they halt and shake hands. At "Farewell Leicester Square," they wave, and promptly after the word "Square", the men make a right-about turn and all (that is, both lines) march in opposite directions. They continue the song and on the word "there" ("my heart's right there") each takes the partner he is facing, and proceeds to dance in the ordinary way. At this point the band has changed to waltz, one-step, etc.

Repeat.

THREE CHAIRS DANCE

This provides for frequent changing of partners.

Three chairs are placed at one end of the room. A lady occupies the middle one and the others are empty. Partners are taken and dancing begins. Any two gentlemen seeing the lady's lonely state, rush to the vacant chairs and occupy them, whereupon she rises and dances with one of them, leaving the other alone. He moves to the middle chair.

Two ladies leave their partners and come to sit on the empty chairs, and the gentleman takes one of them as a partner, leaving the other alone.

This goes on throughout the dance (the music being continuous), or until such time as the M.C. decides to remove the chairs.

CHAIRS WALTZ

If there is plenty of space in the room, try this idea for an elimination dance.

Place a chair here and there about the room, one fewer than the number of couples. They waltz in the usual way, and when the music stops, the man seats himself on a chair with the partner on his knee. The superfluous couple drop out.

BARN DANCE VARIETY

The well-known Progressive Barn Dance can be made into a sociable event in this way.

As the man moves up to take a new partner, he introduces himself by saying, "I'm Jack," and his partner retorts, "I'm Mabel."

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